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LEGO STAR WARS 2!
The original BLOCKbuster returns!

SCARFACE!
The next GTA? See inside!

NEW ZELDA ON DS!
Link grabs a stylus! First shots!

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June 2006 Issue 173
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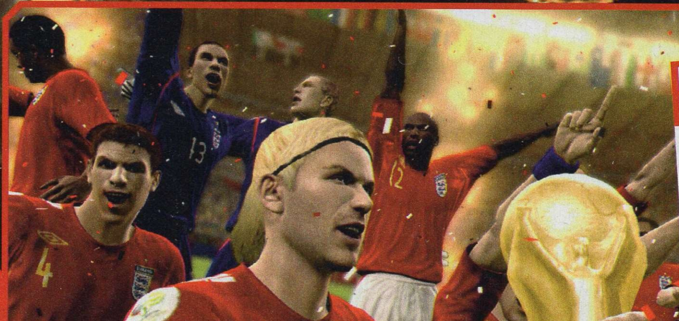
BEST BITS!

Just some of the good stuff in this month's *GamesMaster*...

GEARS OF WAR

GEARS OF WAR
P.44

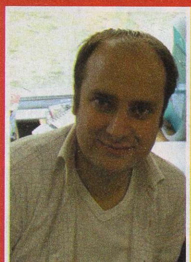
Travelling to North Carolina for an exclusive peek at Microsoft's 360 secret weapon, intrepid *GM* Dep. Ed Geraint came away gobsmacked. Blabbering stuff like "*proper* next-gen", "best animation I've ever seen" and "plays like *Resi 4, but with cover*" we slapped him about the chops and told him to get down everything he'd witnessed on paper sharpish. Turn to p.44 for the full horrors of war…



FIFA WORLD CUP 06
P.54

Nope, you *haven't* fast-forwarded in time to 9th July. Nope, this *isn't* real (sadly). This is a *virtual* Beckham, this is a *virtual* World Cup and this is *FIFA World Cup 2006* running on an Xbox 360! This isn't a game so much as an event, and when Lampard hammers home a 30-yard screamer to win the tourney and the England fans sing God Save the Queen as one, who cares about the real thing?

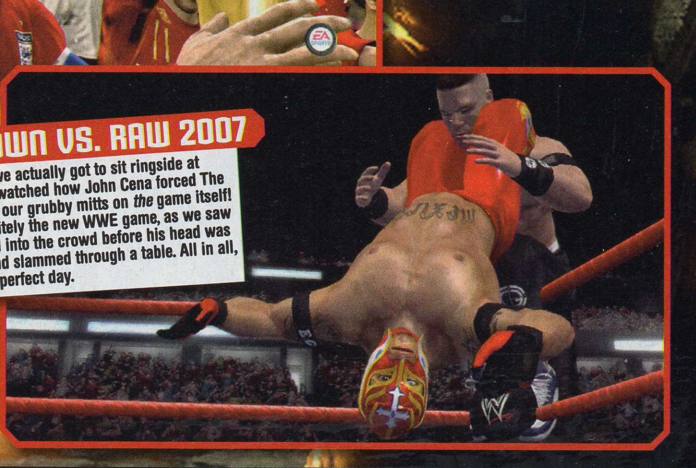
WELCOME TO GAMESMASTER



It's all a bit 'calm before the storm' at the moment. The storm is E3, the world's biggest games trade show. It'll hit next issue, unleashing more new games than our humble human brains can possibly comprehend. Oh, and a couple of new consoles too. But here on *GM* we laugh annoying in the face of "calm" and jab our fingers into the soft vulnerable sides of "waiting patiently". Instead, here's the Worlds First Proper Look at the biggest next gen title in development – *Gears of War*. Turn to page 44 to see why it's the best looking game we've seen. And we've seen lots. The great thing about games, though, is that there's a chance it won't be in even a month's time. That's how quickly things move around here, and why reading *GM* is essential if you want to keep up. Enjoy your mag!

Robin

Robin, The Ed



WWE: SMACKDOWN VS. RAW 2007
P.18

It wasn't enough that we actually got to sit ringside at WrestleMania 22 and watched how John Cena forced The Game to tap out, but we also got our grubby mitts on *the* game itself! The standout moment was definitely the new WWE game, as we saw a dazed Rey Mysterio get hurled into the crowd before his head was pounded into a giant speaker and slammed through a table. All in all, it was *GamesMaster's* idea of a perfect day.

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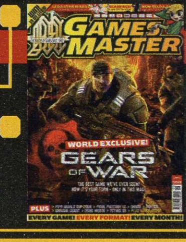
Just check out that Millennium Falcon pic!

GEARS OF WAR .... PAGE 44
EXCLUSIVE! So good, we actually passed out.

SCARFACE .... PAGE 32
So sweary we had to wash its mouth out with soap.

ZELDA: PHANTOM HOURGLASS .... PAGE 12
Not one, but *two* new *Zelda* games to look forward to!



100% NEW!

Brand new Revolution details and a massive interview with Lord Shigsy! 010

A brand new cel-shaded *Zelda* game, you say? On DS? Don't mind if we do… 012

Gigantic aliens and flying monsters in these new, scarily good PS3 screens! 012

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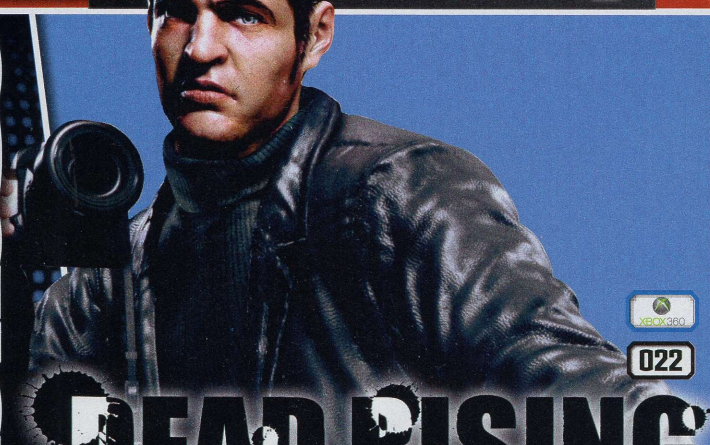

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DEAD RISING

(Working Title)

Get the latest on Capcom's brutal next-gen, zombie gore-fest!

LEGO Star Wars sequel goes back to the classics. It's going to be Hantastic! 031

Dog-based caligraphy-'em-up, *Okami*, from the man who made *Viewtiful Joe*. 028

More violence and swearing than a non-league footie match? That'll be *Scarface*. 032

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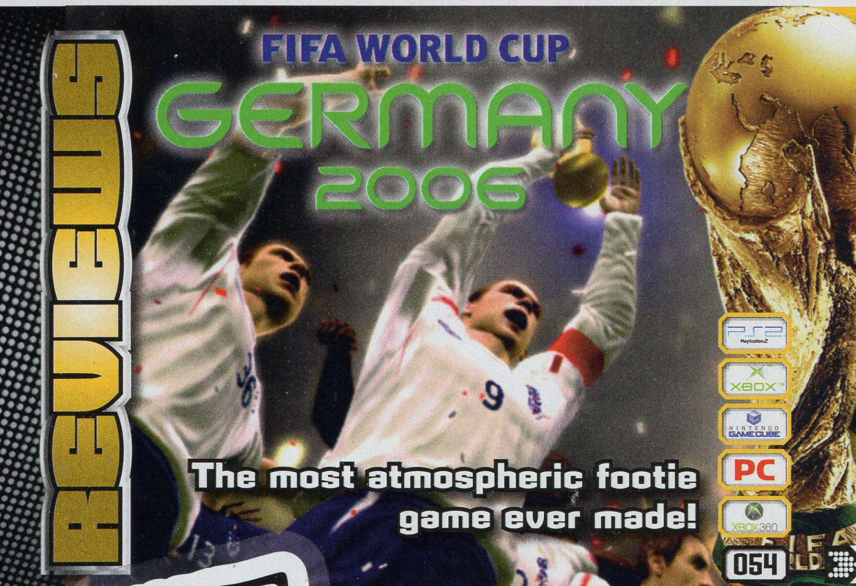

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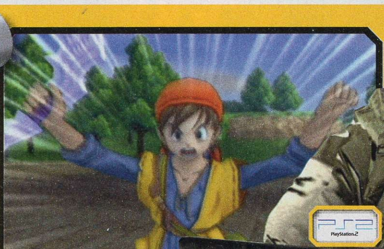
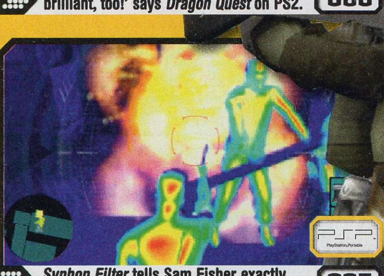


'Wait! I'm not just a Japanese RPG, I'm brilliant, too!' says *Dragon Quest* on PS2. 060



Syphon Filter tells Sam Fisher exactly *where* to stick his night-vision goggles. 065

WE L♥VE GAMES

You love games *almost* as much as we do – and your latest letters prove it… 039

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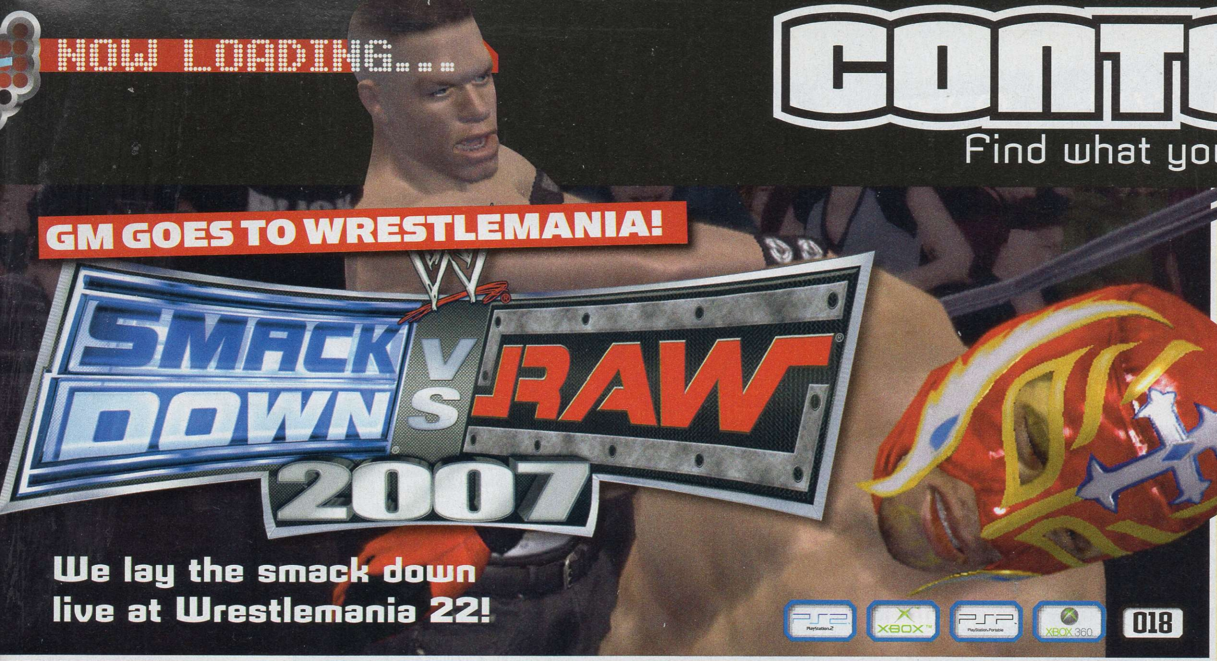

GM GOES TO WRESTLEMANIA!

We lay the smack down live at Wrestlemania 22!

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WORLD EXCLUSIVE!

GEARS OF WAR

Officially the most amazing game we've ever seen!

XBOX 360

044

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NINTENDO GAMECUBE

Russia's most famous export gets Nintendo-fied for the touch generation. 062

Calm the *Urban Chaos* using the business end of your shotgun... 064

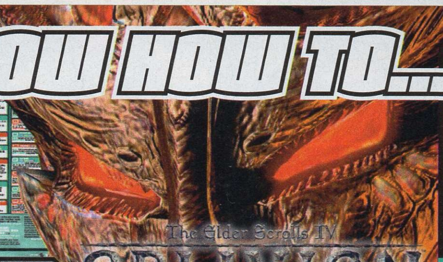
SOCOM 3 anyone? 068

Daxter goes it alone in this surprisingly sweet platformer. 073

Final Fantasy 12 is the third top notch RPG in two months. 072

Pinball meets RTS in *Odama* – an oddity that's a load of balls. 076

KNOW HOW TO...



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Want to know how to trounce the opposition with ease in *FIFA World Cup*? 086

OVER £2000 OF PRIZES TO **WIN!** WIN A DS LITE AND METROID PRIME HUNTERS!

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Here's nearly every game featured in this issue listed for quick flicking...

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TEAM GM

Enough hot air to cook an elephant with…

ROBIN

ELDEST SCROLL

Robin spent most of this issue on the other side of the world, sniffing out exclusive new games for *GM*. "I've been in Japan, visiting Sega's HQ and having some hands-on time with huge knackers," he reported over the phone. Eh? "Yuji Naka. *Yuji Naka.*" Must be a bad line. Oh god…

FAVE GAME THIS ISSUE?
Okami

BEST GAME WITH ZOMBIES IN?
Resi 2; obvious but true

WHAT GEAR WOULD YOU TAKE TO WAR?LIKE TO WRESTLE?
Camouflaged combine harvester

KATH

BLAZING ANGEL

Brice Cakes spent St Patrick's Day in New York, which was going brilliantly until the crowds of Irish revellers prevented her from leaving the hotel. Did you bring us back a souvenir, Kath? "Yeah, I got this fake stone. They're all the rage in Ireland, apparently." A shamrock?

FAVE GAME THIS ISSUE?
Urban Chaos

BEST GAME WITH ZOMBIES IN?
TimeSplitters 2

WHAT GEAR WOULD YOU TAKE TO WAR?
A white flag to wave

ALEX

FAVE GAME THIS ISSUE?
Dead Rising

BEST GAME WITH ZOMBIES IN?
Lemmings. Sort of

WHAT GEAR WOULD YOU TAKE TO WAR? A stun-gun disguised as an olive branch

FINALEX FANTASY

"I spent the weekend in a shopping precinct surrounded by thousands of shambling, corpse-eyed puppets, each one baying for my blood. Brandishing a mannequin's arm, I sent a hundred of them to hell before escaping in a trolley." *Dead Rising*, eh? "No, Primark."

JES

"I was asked to join in with a game of footy by the guys in the office," said the big Jessie. "I played aggressively and displayed good ball control, but I ended up spending the night in a cell." Whatever happened, Jes? "That's the last time I get footy and footsy mixed up, I tell you."

FAVE GAME THIS ISSUE?
Tetris DS

BEST GAME WITH ZOMBIES IN?
Resi Evil 0 – for the zombie monkeys (zonkeys)

WHAT GEAR WOULD YOU TAKE TO WAR?
My lucky pants

TRAUMA CENTRE

GERAINT

FAVE GAME THIS ISSUE?
Gears of War

BEST GAME WITH ZOMBIES IN?
FIFA Road to World Cup

WHAT GEAR WOULD YOU TAKE TO WAR?
Reverse gear

RUB RABBIT

GamesMaster's seer of gore took the time out to lap up *Gears of War*. "Next issue, we're strapping a bottle of water to the front of the mag, for every reader!" Why such madness, Big Friendly Geraint? "Well, the game offers the most fluid cover around – so should we."

JOEL

VIEWTIFUL JOEL

FAVE GAME THIS ISSUE?
Dead Rising

BEST GAME WITH ZOMBIES IN?
House of the Dead 2

WHAT GEAR WOULD YOU TAKE TO WAR?
Some sandwiches and a pen-knife

Joel doesn't iron his clothes, he powerslams them so hard that the creases *die*. He eats guns for breakfast, then craps rocket launchers. Where's the punchline? There isn't one. We don't say things like 'punch' around Joel.

STEVE

FAVE GAME THIS ISSUE?
Final Fantasy 12

BEST GAME WITH ZOMBIES IN?
Total Overdose

WHAT GEAR WOULD YOU TAKE TO WAR?
Nunchuks and a giant scythe

STUBBLY THE ZOMBIE

Steve hasn't moved much in the past month. Thanks to a strict diet of *Oblivion* and *Brain Training*, his swollen head and malformed thumbs make him Bath's top child-scarer. Steve, who's the prime minister? "Buuuuhh. Gnnnng." Steve, what's the square root of 625? "25!!" Terrifying.

ROB

FUR FIGHTER

This month, Rob met his idol and estranged father David Hasslehoff. "I bumped into him at the airport, running around in slow motion with a small child under each arm. I promised we'd put him on next month's cover if he showed me the love I so richly deserve."

FAVE GAME THIS ISSUE?
Broken Sword 4

BEST GAME WITH ZOMBIES IN?
Metal Slug 3

WHAT GEAR WOULD YOU TAKE TO WAR?
A Themos full of hot lentil soup. Mmm…

KIERON

FAVE GAME THIS ISSUE?
Tetris DS

BEST GAME WITH ZOMBIES IN?
Thief: Deadly Shadows

WHAT GEAR WOULD YOU TAKE TO WAR
A gun. I'd be in a rum state if I didn't

SHADOWY COLLOSUS

This month, Kieron spent most of his time trying to kick a football through someone's letterbox, and then trying to punt a rugby ball over a skyscraper "I always set myself unrealistic goals. I can't help it," he said, chuckling into a carrier bag.

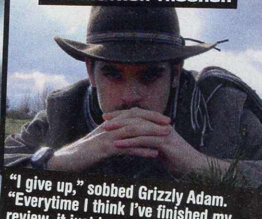
ADAM

FAVE GAME THIS ISSUE?
Ape Escape 3

BEST GAME WITH ZOMBIES IN?
Puyo Puyo

WHAT GEAR WOULD YOU TAKE TO WAR?
One of the stronger Gears from *Xenogears* on the PSone

BIG MOTHER TRUCKER



"I give up," sobbed Grizzly Adam. "Everytime I think I've finished my review, it just keeps coming back to life and starts trying to eat my brains all over again." Must be that new Capcom game, *Deadline Rising*.

GREENER

FAVE GAME THIS ISSUE?
Tetris DS

BEST GAME WITH ZOMBIES IN?
Typing of the Dead

WHAT GEAR WOULD YOU TAKE TO WAR?
Toasted sandwich maker. A man can't fight on an empty stomach.

PERFECT MARK ZERO

You must know Mark Green. He puts the 'sing' into *Dead Rising*, the 'lack' into *Black*, the 'pee' into *Need for Speed* and the 'man' in *Commandos*. And, after his driving lesson this month, he put the 'gran' into *Gran Turismo*, too.

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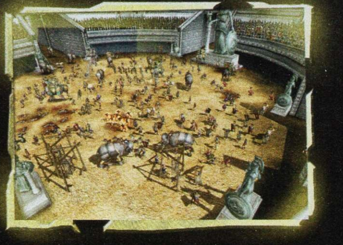

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100% NEW!

We get some serious face time with a god of gaming – none other than Sir Shigsy!

CONSOLE WAR!

RUMOUR UPDATE

Crysis in Crisis? PS3 pricing? The latest – here!

PS3

After last month's Kutaragi confusion, Sony Europe has confirmed PS3 *will* ship with a hard drive.

GM SAYS **Inevitable really, and a good thing in our eyes.**

In addition to the 360 version, rumours indicate *F.E.A.R* will be a PS3 launch title. *Final Fantasy 13* will be revealed as a PS3 exclusive at this year's E3.

GM SAYS **Won't *F.E.A.R* be looking a little rusty in nine months time? *FF13* should be a killer app for PS3 though...**

PS2 gangster 'em up *Ryu Ga Gotoku* – better known in the West as Yakuza – is in line for a sequel on PS3.

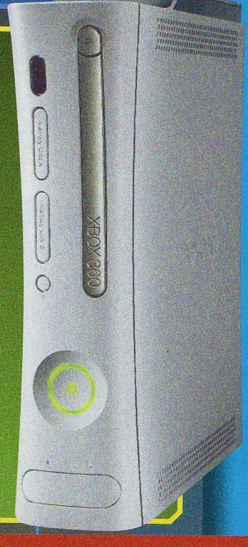
GM SAYS **We haven't seen the first one yet! More good news for Sony though.**

Speaking at GDC, Sony boss man Phil Harrison admitted PS3 faces 360-style shortages. "Some consumers will be disappointed – that is an inevitability of a hardware launch".

GM SAYS **It'd be a miracle if Kutaragi could have honoured last month's wild claims.**

PS3 will weigh in at either $499 (£285) or 500 Euros (£350)

GM SAYS **Our guess? We reckon £400 - minimum...**



XBOX 360

Ubisoft to bring cult Ninja anime series *Naruto* to 360, Eidos announces *Hitman: Blood Money* 360, but Namco's *Frame City Killer* is delayed 'till summer.

GM SAYS **360's catalogue becomes more impressive by the month.**

Far Cry devs Crytek reject goss indicating forthcoming project *Crysis* is next-gen bound – at least for the time being.

GM SAYS **Argh! *sob.***

Hackers are making progress on the first 360 modchip, which allows gamers to play illegal copied games.

GM SAYS **Remember kids, it's not big and it's not clever.**

In a last-ditch attempt to crack the stubborn Japanese market, Microsoft is set to 'relaunch' 360 in the East.

GM SAYS **Reeks of desperation and determination. A word of advice Microsoft – release more RPGs!**

ART ATTACK

Inspired by a website that instructed them how to make their own Super Mario Bros. items, five female fans from Ohio, USA recently threw their hometown of Ravenna into panic. The Hazardous Materials Unit and Bomb Detection Unit were dispatched downtown after 17 suspicious packages – boxes wrapped in gold wrapping paper – alarmed locals. Possible criminal charges may be dished out.

ARISE

Ninty's resident genius talks Revolution with *GM*

You may or may not know that the genius that is *Mario* and *Zelda* maestro Shigeru Miyamoto was recently awarded the Gallic equivalent of a knighthood for his services to French arts and culture (i.e. gaming). Never ones to pass up an opportunity to hobnob with gaming royalty, *GM* collared Ninty's nutty professor to chat about his recent achievement, hobbies and all the next-gen goss – including *Mario 128!*

GM Salutations Sir Shigeru. Congratulations on your recent Order of Arts And Letters honour in France...

SHIGSY: I still don't understand what happened exactly! I took my parents with me to Paris, we were taken to the minister's chamber and they took lots of photos! It was a great honour for the whole industry to be recognised in this way...

GM You've often said in the past that you you're becoming increasingly less involved in actual development and more on management – can we expect to see more Miyamoto-driven games next gen? Any personal projects that you're working on?

SHIGSY: What I really want to do is create something unique and unprecedented – I've never wanted to make anything ordinary or familiar! Many people at Nintendo, like Mr Iwata himself, have been trying to shoulder the burden and responsibility of management, and so fortunately I've been able to spend a lot more time than ever on actual game creation. (I've been) more involved in design aspects – particularly with Revolution's interface.

GM A few years ago you talked about spending time in your garden. Then *Pikmin* came out. Then a couple of years ago you told us how you enjoyed training your dog – then *Nintendogs* came out – so... what hobbies have you got at the moment?

SHIGSY: I can't really talk about what my hobbies are any more! What I am working on right now is software for Revolution – and finding ways of using the unique controller – nothing that's relates to any of my hobbies! What I'm focusing on at the moment is this; until now, when you play with a videogame, you've been going like this [Miyamoto pretends to play on a 'normal' game controller]. What I want to see is players being able to put all their emotion into both hands like this, [waves his hands around, making gestures] to find ways of expressing themselves through Revolution's unique controller. There are so many different forms of entertainment all over the word – now we have the opportunity to look at each of them individually, and see if they're applicable to the Revolution controller. Though, of course, I would like to add that, yes, I really do feel like making a game on my current hobby!

GM You've said you were still running tests and experiments with small teams for *Mario 128* – have you now decided on its final direction?

SHIGSY: We are always thinking of making new *Mario* games – and Revolution is going to be no exception. When it comes to the comparison between the *Mario* game we're currently working on and *Mario 128?* Well, actually, it's not going to be *Mario 128* we're making right now. But because we've been doing so many tests and experiments with *128*, some of the aspects are now considered to be included in the new *Mario* game. What's become of *Mario 128?* I really don't know. But more and more, with the situation, environment and development circumstance – like the Revolution and it's controller – I think that, we're now ready to make a final *Mario 128*.

GM *Mario* was traditionally Nintendo hardware's main launch game, something that used to really show off Nintendo's new hardware – can we expect the same from Revolution?

REVOLUTION WATCH

IWATA ORIGINALITY!

Pioneering Ninty President Satoru Iwata used his recent GDC (Games Developers Conference) keynote speech to lament the staleness of the games industry. "Many publishers are comfortable relying on big budget sequels or licences," he ranted. Referring to the pioneering work Nintendo is doing with its DS and upcoming Revolution, Iwata revealed: "No one else can match the environment we're creating for expanding the game experience to everyone. Our path is not linear, but dynamic." Lots of new Revolution-related goss also leaked out of the build-up and fallout of GDC, which you'll find dotted amid Shigsy's words of wisdom. Read on, dear readers, read on...

""We really don't care what Sony is talking about!""

REVOLUTION WATCH

TECH SPECS...

We always knew that Nintendo was heading down innovation alley rather than going head-to-head with Sony and Microsoft in terms of raw horsepower, and that appears to be confirmed by recent industry rumblings.

In fact, Revolution's CPU, GPU and memory capabilities all appear much closer to the specs boasted by the original Xbox than its successor, the 360.

GM SAYS **Don't go jumping off a building any time soon, Nintendo fans – that still makes Revolution a pretty powerful piece of kit...**

REVOLUTION WATCH

PRICING...

George Harrison, senior VP at Nintendo of America has recently hinted: "Our goal is to come in at a slightly more mass market price (than 360)".

GM SAYS **GM's Geraint reckons £150, Robin says £200. Don't quote them on that.**

GOING UNDER...

Sony's much-harangued Universal Media Disc continues to get a kicking by both retailers and consumers, with US giants Wal-Mart the latest bods rumoured to be giving the over expensive, under featured medium the boot. Meanwhile, film studios continue to scale back UMD movie support, with one unnamed exec ranting "... sales are near zilch. It's another Sony bomb – like Blu-ray." Ouch! *GamesMaster's* take? All is not lost, as long as Sony slashes prices sharpish...

SILENT HILL

KING OF THE HILL

With the release of Christophe Gans' actually rather cool-looking *Silent Hill* flick imminent, Konami has decided to "remind fans of the gaming beginnings of the series" (and presumably make a quick buck) by announcing a swanky limited edition Collection box-set for PS2 that consists of *Silent Hills 2* and *3* plus *The Room*. You'll find it in shops now. In other *Silent Hill* news, rumours reach us that a PSP reworking of the game is also in the works. *shiver.*

SIR SHIGSY!

NINTENDO DS

POWER
SELECT
HOME
START
Nintendo

SHIGSY: Whenever we've created a *Mario* game, we've looked to utilising unique systems, looking towards it being a flagship title. We have always looked at *Mario* with these objectives. But with Revolution, however, we're not really sure if we want Mario to be the centre of attention anymore. There have got to be quite a few other aspects about the Revolution that really draws the attention – but, of course, I can't talk about what those will be yet! I think everybody takes *Mario* for granted as being the first title for any Nintendo hardware. But the fact of the matter is, in Japan right now, people are talking more about *Brain Training* and *Nintendogs* – they're the most successful software right now. These new styles of games are attracting people who've never played games before. They're creating whole new markets. I'm hopeful that that's what people will be talking about with our new console – not *Mario* being the centre of attention.

REVOLUTION WATCH

RETRO...

Iwata's GDC ramblings also revealed Revolution will offer an online download service, offers gamers a huge back catalogue of past Nintendo NES, SNES, GBA and Cube titles. Not only that, but over 1000 Megadrive and PC Engine games will also be on the download menu!

GM SAYS Mmm.... *Streets of Rage, Golden Axe, BC Kid*...drool.

SELECT PLAYER

Tyris Flare, Gillius Thunderhead and Ax Battler. Ah, happy days...

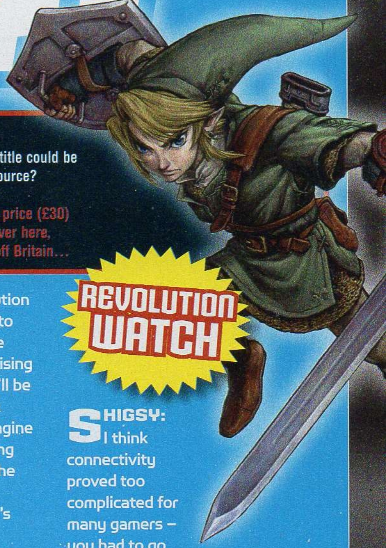
GM Can you explain how Twilight Revolution will use the Revolution controller? Will it just be used for special mini-games or will it be more substantial than that?

SHIGSY: Yes, *Twilight Princess*, will be playable on the Revolution – and of course, you're going to want to take advantage of the Revolutions controller. By utilising the Revolution controller you'll be able to become more like Link when it comes to the feel. Imagine what it would feel like targeting objects on the monitor, with the pointing device, and even shooting arrows – I think that's going to be a lot of fun.

THE GAMES...

"I cannot imagine any first party title could be priced for more than $50." The source? Straight from Mr. Iwata's mouth!

GM SAYS That's the same price (£30) as a DS game over here, so we reckon it's unlikely in rip-off Britain...



REVOLUTION WATCH

GM The DS has been a real surprise success – do you think Revolution will be received in the same way?

SHIGSY: We could never have imagined this kind of success before we launched DS – we're actually facing very serious shortages for DS right now! What's even more surprising though, is the amount of non-gamers who haven't just bought the hardware and the more touch-generation style games like *Brain Training* and *Nintendogs* – but are also starting to buy what we would consider more traditional games. Older and non-gamer's buying games like *Mario 64* DS, is something we weren't expecting. It's also starting to be established that many girls and women in their 20's are trying the DS.

GM DS works very well with simple, touchscreen only kinds of games. What kind of games have you found the revolution controller to be best suited to?

SHIGSY: The simplistic, intuitive nature of the DS touchscreen has been very attractive to people. The Revolution will be very similar to DS in this way. By using the revolution's pointing device (the freehand controller) it makes you feel like you're actually touching the TV screen. It's a very unusual and very interesting experience.

GM The GBA-GC link produced some superb games like *Four Swords*, but not many gamers got to experience them. Are you going to look to continue these ideas with the DS-Revolution link up?

SHIGSY: I think connectivity proved too complicated for many gamers – you had to go through many different steps to experience it. In the case of Revolution, of course, it's going to be much easier for some kind of connection with DS. We've needed to be prepared for some kind of connectivity titles between the two. What's important is that we've learned a huge lesson – if we create some new entertainment it has to be much easier for gamers to get started. But we're sure we can do that with Revolution.

REVOLUTION WATCH

LAUNCH TITLES...

Harrison also reckons that 20 games will be on shop shelves at Revolution's launch – a third of which will be first-party Nintendo titles. *GM* reckons that *Metroid Prime 3, Super Smash Bros, Spiderman 3, Skatto Golf Pangya Revolution* and *Red Steel* are dead certs, along with whatever Shigeru Miyamoto is keeping up his sleeve.

GM SAYS We always expected dev times for Revolution games would be considerably shorter than either PS3 or 360, but that's still an impressive number.

Swing while you're winning with Pangya Golf

GM Thanks for your time Shigsy – speak to you soon!

THE FINAL WORD

With a relatively cheap price point, talk of nostalgic retro gaming downloads, cutesy family-orientated fare *(Super Smash Bros)*, experimental games *(Sadness* – played totally in black and white) and ultraviolent hack 'n slashers/shooters *(Red Steel)* it looks as if Revolution is a genuine attempt by Nintendo to appeal to *everyone* – not just the hardcore gaming community. We can hardly wait until E3! Full lowdown on events next ish folks...

100% NEW!

RAY OF LIGHT

He's never enjoyed the same kind of adoration as a Sonic or a Mario, but *GM* has always had a soft spot for *Rayman*. Now, following a sojourn of over three years, he's making a comeback with the newly-knighted Michel Ancel *(Kong, Beyond Good and Evil)* back at the helm, the as-yet untitled new instalment will be released on current and next-gen consoles sometime later this year.

HAVING A 'MARE

News that Bethesda is charging a whopping 200 Gamer Points (£2) to download some horse armour in *Oblivion* has really gotten our backs up. In cooler news, new quests will also be appearing for download soon – including repairing a Dwarven Orrery and acquiring a Wizard's Tower as a new home from home.

ZELDA DS!

Hourglass revealed

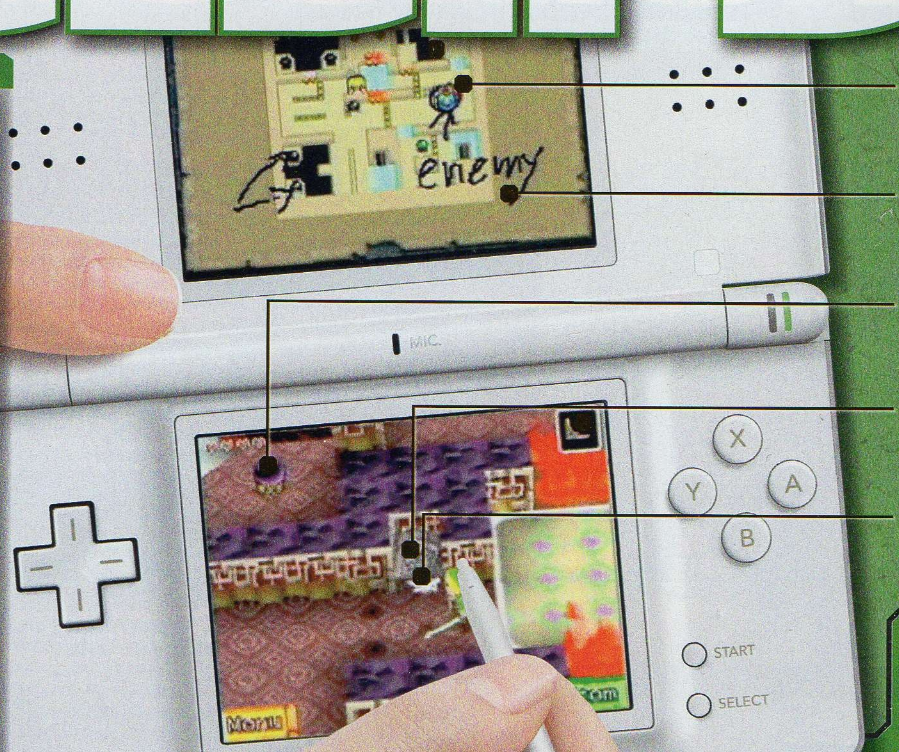
That Ninty's green-capped elf would be touching down on DS at some point or other was inevitable, but we never expected to see Link *this* soon. Wahey!

That was surprising enough, but we were doubly gobsmacked when we first clapped eyes on *Phantom Hourglass's* stunning *Wind Waker*-style visuals. Yep, it's cel-shading ahoy, but instead of the Cube classic's free-roaming camera *Zelda* DS will use a locked perspective that evokes the 2D gameplay style of *Minish Cap*. It's the perfect combination!

The majority of the footage – accompanied by killer remixes of classic *Zelda* ditties – concentrated on showing off how *Zelda* has evolved to accommodate the touch screen abilities of the DS. These included guiding the path of a boomerang attack, touching numbers on a door in the correct combination and etching runes to open a door. Trusty Navi also returns to guide gaming's most iconic hero through yet more perilous dungeons.

GM's particular highlights included navigating a route for Link's cute new tugboat – anchors away! – before scrapping with a Giant Octorok. The battle made ingenious use of both DS screens, with Link tossing bombs skywards to stun his foe before clobbering him on the ground. Genius.

Plot-wise, Ninty are keeping schtum, but we *do* reckon a certain phantom hourglass might just fit into things somehow! Just what magical powers it contains though are remaining under wraps – for now. In the meantime, feast your eyes over the best visuals seen on DS yet, and keep fingers crossed for an autumn release.



BOSS MAN:
This map screen here is classic *Zelda*, good news for die-hard fans. Scrawling "enemy" on it is dynamic, new *Zelda*.

TAKE NOTE:
The touch screen allows you to doodle onscreen hints for future reference – a clever use of the DSs capabilities.

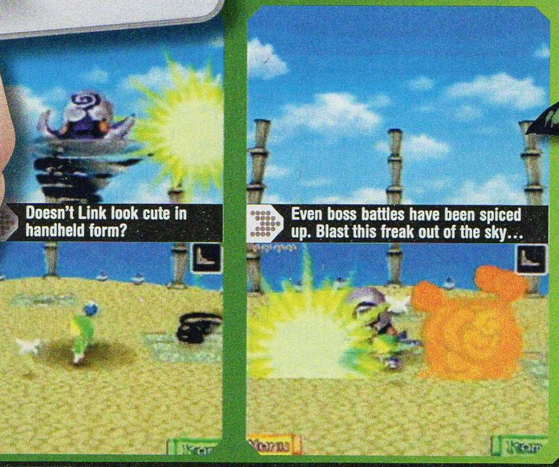
CRYSTAL MAZE:
These crystal balls must be thwacked in a certain order, meaning the much-loved puzzling elements of *Zelda* are intact on DS.

ROCK HARD:
The text inscribed in this stone tablet reveals something important. So make sure you write it down!

NAVI-GATE:
Is this fairy who we think she is? We reckon so, and we're glad to have her help again.

DUAL THREAT

Zelda's innovative boss scraps are legend, but DS has the potential to take things even further – fights spread out over two screens!



Doesn't Link look cute in handheld form?

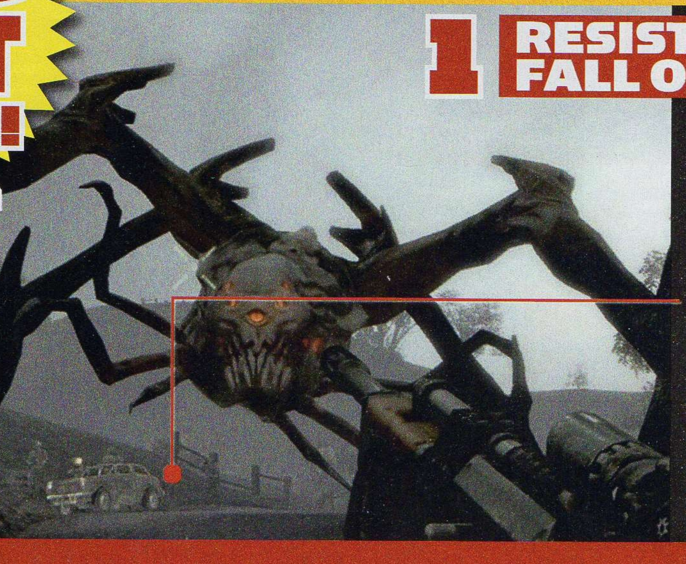
Even boss battles have been spiced up. Blast this freak out of the sky…

PS3 HOT SHOTS!

BREAKING NEWS: COULD THERE BE A HALO FORERUNNER AND MMO ON THE WAY?

Sony shows its might

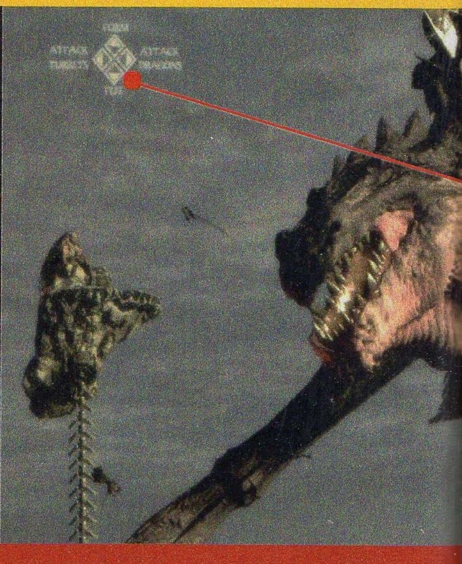
Since the annual Games Developers Conference is more of a tech demo than any solid display of next-gen gameplay, it's hard to gauge exactly how far along any of the titles on show really were. Still, in terms of eye candy we came away pretty much bedazzled – PS3 packs one heck of a punch. Here's our pick of the games on offer…



1 RESISTANCE: FALL OF MAN

Resistance: Fall of Man from Insomniac is like *Call of Duty* meets *Starship Troopers*. Foes come in two flavours – machinegun-toting insect men and *these* outlandish fellows.

MAN O MAN:
With scores of troops onscreen at one time, incredible explosions and physics and some kickass weaponry – ranging from regular shotties and pistols through to alien tech more reminiscent of Halo's Needlers – there are plenty of ways to send the alien scum screaming back to their homeworld.



SIEGE ENGINE

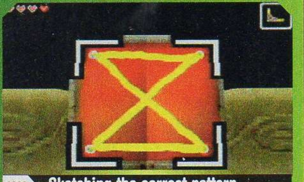
Dungeon Siege 2 didn't live up to its Diablo-beating expectations. Still, we gave it a well-deserved 80% (GM165). Next up: the expansion, *Broken World*. Kicking off right after you wasted Valdis, you'll start this fresh 10-hour adventure at a uber high level, so there's no excuse not to jump straight into the mouse-clicking, hacking action. It promises a summer spent knee deep in gore. Bliss.

DWICE IS RIGHT

Puzzlers have never had it so good what with *Tetris DS, Lumines, Meteos* and *Polarium*. So you can understand our excitement when we got to grips with *Tetris* creator Alexey Pajitnov's latest opus – Dwice. Race against the clock to save a village from an avalanche by either pairing icy blocks of the same shape or isolating them from their pals. This is tailor-made for conversion onto the DS. Snag the PC demo from www.wildsnake.com

HOURS OF FUN

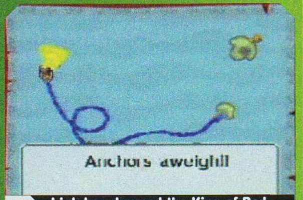
Get your stylus at the ready...



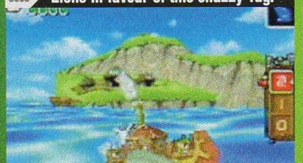
Sketching the correct pattern allows Link to unlock doors.

LAND HO!

Wind Waker's obsession with all things maritime is set to continue.

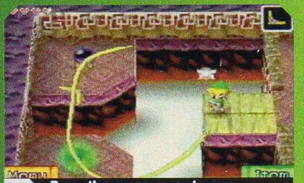


Link has dumped the King of Red Lions in favour of this snazzy Tug.

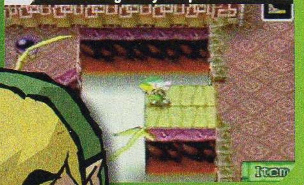


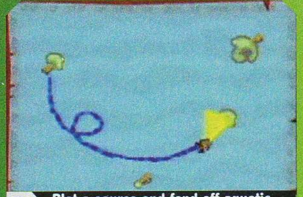
SONIC BOOM

Now you can guide Link's throws...

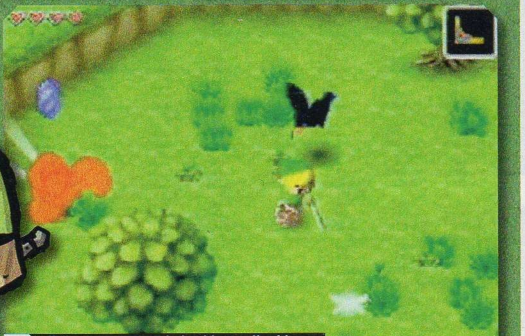


Draw the arc you want your boomerang to fly to open areas!





Plot a course and fend off aquatic villains in the style of *Wind Waker*.



Crows, rupees and shrubbery all add up to another classic Hyrulean adventure.

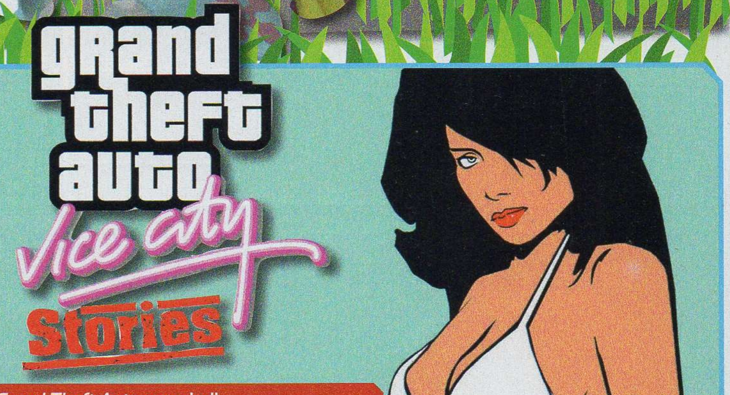
R.I.P. KATAMARI

BALL-ROLLING SIM BITES THE DUST...

NO SOONER HAD WE DECLARED OUR UNDYING LOVE FOR THE BUTT-CHINNED KING OF ALL COSMOS AND HIS LILLIPUTIAN OFFSPRING, THAN THE TEAM BEHIND *KATAMARI DAMACY* AND SEQUEL *WE LOVE KATAMARI* HAS DECIDED TO CALL IT QUITS.

THAT'S RIGHT, NO MORE GIGANTIC BALL-ROLLING ANTICS – *EVER*. STILL, AT LEAST IT'LL LEAVE MADCAP GENIUS KEITA TAKAHASHI – AKA PROFESSOR KATAMARI – FREE TO CONCENTRATE ON OTHER PROJECTS. WHAT PRICE AN MMORPG STARRING MOLLUSCS OR A KNITTING NEEDLE SIMULATOR? WE CAN ONLY DREAM...

DRY THOSE TEARS, THOUGH – THERE'S STILL ONE LAST DOSE OF *KATAMARI*-LOVING THIS ISSUE – *ME & MY KATAMARI* ON PSP. TURN TO PAGE 74 FOR OUR REVIEW!

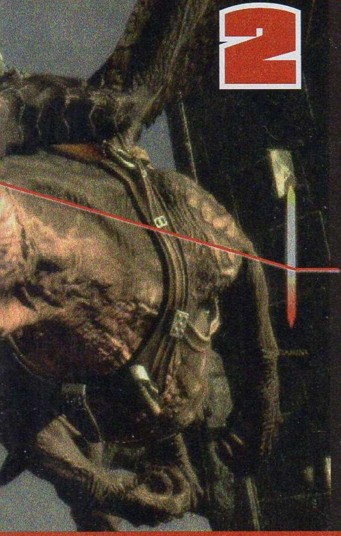


Next *Grand Theft Auto* revealed!

Some recent Rockstar wrangling at the US Patent Office has inadvertently revealed the next *Grand Theft Auto* game could be... drum roll... *Vice City Stories* on PSP!

OK, OK – we know what you lot are *really* holding out for is next-gen *Grand Theft Auto* on PS3, but just imagine it for a mo – *the* best city in the *GTA* universe, tweaked for PSP and filled with exciting new rides to steal, AK-47s to fire and comic book villains to blow away. We might even get to pilot choppers! What's not to like? Fingers crossed this one will make it out by Christmas-time.

BREAKING NEWS: THE PSP2 IS ALREADY IN THE WORKS, ACCORDING TO SONY INSIDERS

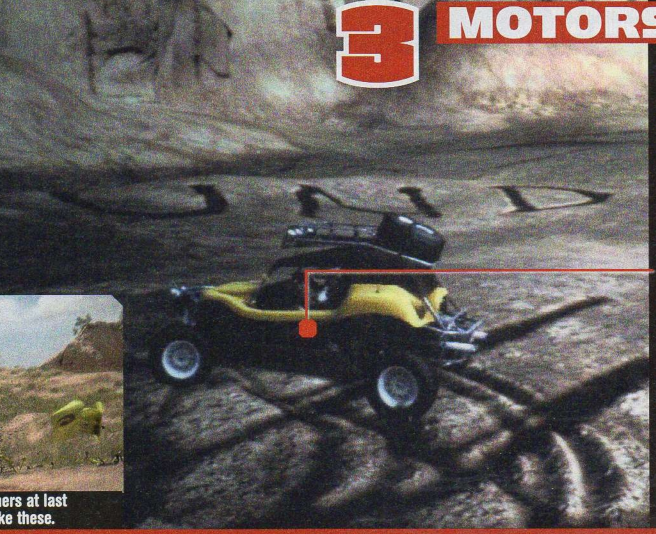


2 LAIR

Forget your griffons, and gorgons – dragons are *the* coolest beastie of the lot, in our opinion. Devs Factor 5 obviously think so too – they're the bods behind awesome looking PS3 shooter Lair.

DRAGON'S BREATH: We literally know nada about the gameplay at this time, but that small HUD in the top-left corner hints that *Lair* has strong connections with another Factor 5 game – the pulsating *Star Wards* free-roaming blast 'em up *Rogue Squadron*. Add a splash of *Panzer Dragoon* and you're about there.

MotorStorm wowed gamers at last year's E3 with scenes like these.



3 MOTORSTORM

MotorStorm's appearance at the GDC wasn't as gobsmacking as that tech demo at E3 05, but developers Evolution Studios showed off a selection of crap-encrusted buggies and bikes.

MOTORHEAD: *Project Gotham* fans who love to pour over their salesroom floor-fresh car pool will be shocked by this – tracks are churned into mush by the racing action and vehicles literally splattered by the brown stuff. Crucially though, the muddier a course is the more it'll affect your handling and, of course, your times.

DRAC'S BACK

Castlevania: Dawn of Sorrow (GM165: 90%) turned out to be just as great as we'd hoped, so it comes as little surprise to hear that a DS *'Vania* sequel is in the works. Internet rumours the title may be *Castlevania: Dual Moons*, which hints at some relation to the GBA adventure *Circle of the Moon* which starred Simon Belmont-alike Nathan Graves. A 2007 release date seems likely.

KNIGHT MOVES

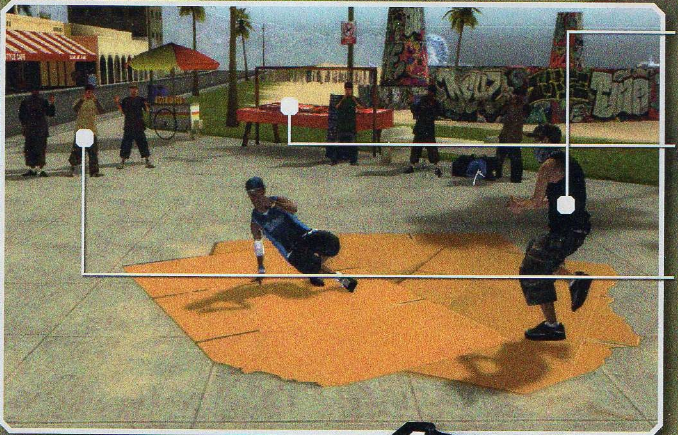
After the success of *KOTORs 1 & 2*, you'd have thought LucasArts were gagging to get cracking on a third instalment. Not so, according to developer Obsidian's Feargus Urquhart: "We've been talking with LucasArts since August 2004 and we hoped to do it since *KOTOR2* was done. We would happily make *KOTOR3*". Wahey!

BEAT DOWN!

B-Boys and girls, shake that booty...

Dance rhythm action – old hat these days, isn't it? But what if you added the control scheme of a beat 'em up and brought hip-hop legends 'Crazy Legs' and DJ Hooch onboard? That's exactly what devs FreeStyleGames have done.

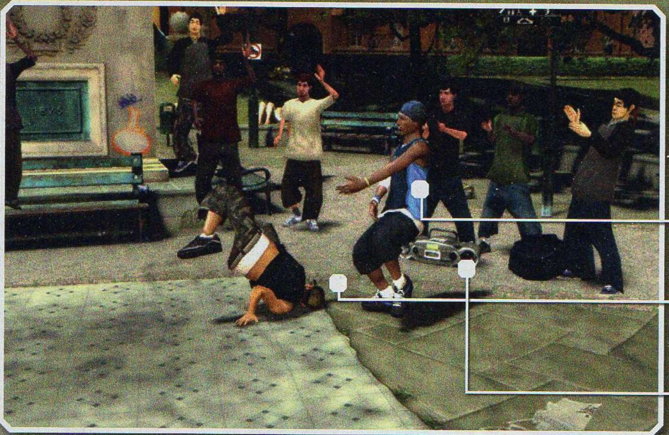
Controlling like some crazy-ass fighter, you'll actually 'battle' opponents on your quest to become the best breakdancer on the planet. Just make sure you taunt those foos after you've blasted them off the lino! As you beef up your rep, you'll win the attention of a host of real life dance superstars like Kamel, Ivan "The Urban Action Figure", Crumbs, Hong10, Lillou and Mouse. Nope, we're not making this up. B-Boy is windmilling its way towards a September release on PSP and PS2 from Sony.



METHOD MAN
Master a monstrous 800 moves.

BONVENUE
Visit 21 venues, working your way up from urban battles to the world championships.

RIVAL CREWS
Dance-off against 40 B-Boys, from Ivan "The Urban Action Figure" to Lillou.

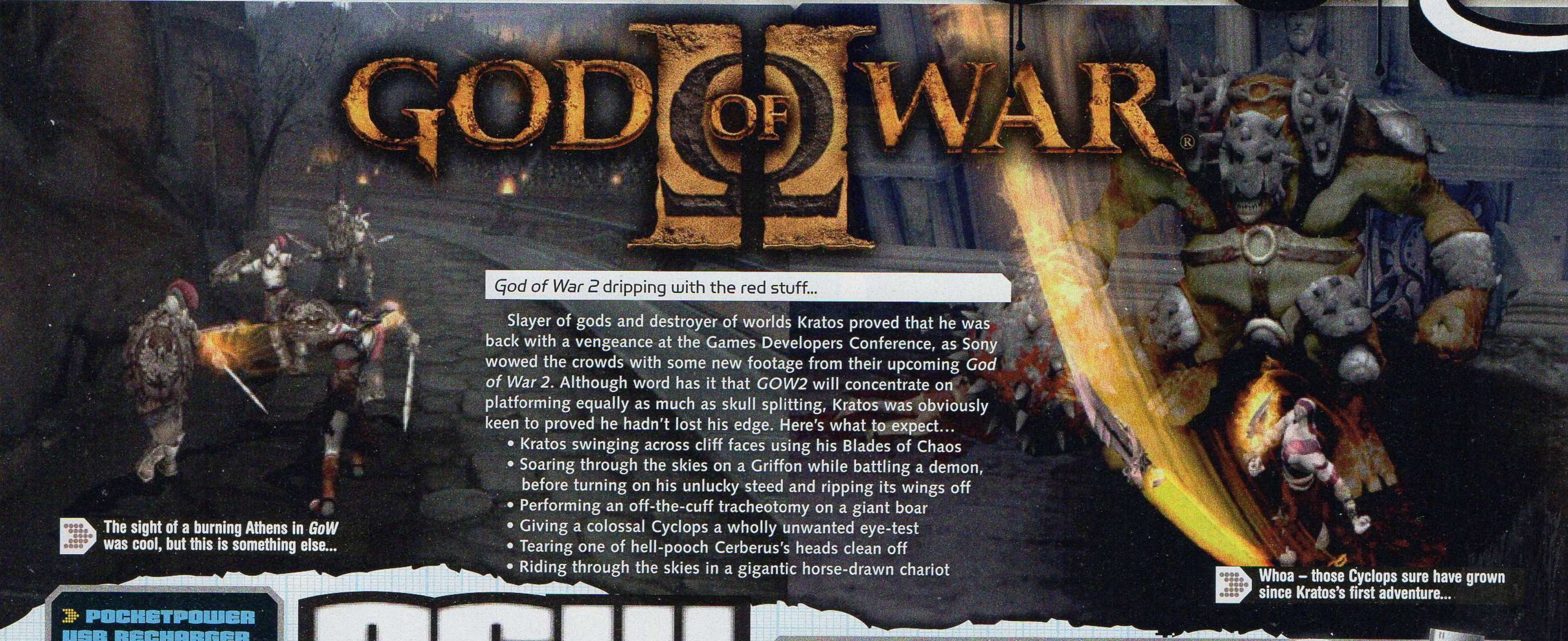


BO
Create your very own B-Boy and upgrade and customise their moves

THE DUEL
Battle against rivals in Arcade mode or stage multi-player face-offs using PSP Wi-Fi.

TRACK ATTACK
B-Boy packs 40 contemporary hip-hop and classic funk tunez.

B-BOY™



GOD OF WAR II

God of War 2 dripping with the red stuff...

Slayer of gods and destroyer of worlds Kratos proved that he was back with a vengeance at the Games Developers Conference, as Sony wowed the crowds with some new footage from their upcoming *God of War 2*. Although word has it that *GOW2* will concentrate on platforming equally as much as skull splitting, Kratos was obviously keen to proved he hadn't lost his edge. Here's what to expect…

- Kratos swinging across cliff faces using his Blades of Chaos
- Soaring through the skies on a Griffon while battling a demon, before turning on his unlucky steed and ripping its wings off
- Performing an off-the-cuff tracheotomy on a giant boar
- Giving a colossal Cyclops a wholly unwanted eye-test
- Tearing one of hell-pooch Cerberus's heads clean off
- Riding through the skies in a gigantic horse-drawn chariot

The sight of a burning Athens in *GoW* was cool, but this is something else...

Whoa – those Cyclops sure have grown since Kratos's first adventure...

NEW STUFF

POCKETPOWER USB RECHARGER

Simple yet oh so handy, GEAR4's rechargeable PocketPower provides eight hours of charge to any of your USB devices that might have run out of juice.

OK, so it's a touch pricy (but bear in mind you also get four bundled AAA batteries into the bargain) and quite chunky (the size of a bar of soap) but for those desperate times when your mobile or mp3 player has run out of juice, this is the technological equivalent of a Saint Bernard with a barrel of brandy slung around his neck.

FROM: GEAR4
CONTACT: www.gear4.com
PRICE: £24.99

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X2
3600 mAh
PSP

4GB HARD DRIVE + X2 BATTERY PACK

Your PSP has so much potential it's unbelievable – games, movies, tunes… this bad boy can do it all. Trouble is, Sony's hideously expensive proprietary memory sticks mean you're constantly clearing data from your card to make room for the next load of goodies. What a pain. Datel has come up with this nifty solution – a 4GB HD that plugged into the PSP's Memory Stick slot.

Also bundled is a super powerful replacement battery that lasts double the length of your bundled PSP one. When both battery and hard drive are plugged in, your PSP will be a little more bulky than usual, but both peripherals don't effect the slinky lines of the PSP too much – they are hardly noticeable. Result.

Packing this amount of juice and capacity for roughly the same price tag as a 2GB Memory Stick Duo… no contest really is it?

FROM: Datel
CONTACT: www.lik-sang.com
PRICE: £97.29

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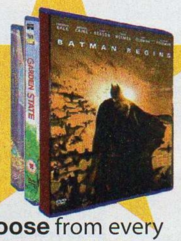

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100% NEW!

FANG-TASTIC

Autumn Moon entertainment have created *A Vampyre Story*, a “spooky” graphic adventure starring fledgling vampire Mona. Visually resembling *The Curse of Monkey Island*, our heroine can turn into a bat, and bite people in the neck! No firm release date yet.

SHOOT AT LEAST 20 BIRDS
Shot Limit
Infinite
Time Limit
20
Sec

SHOOTING BLANKS

The chickens, skeletons and odd little men of the wacky *Point Blank* are back – on the DS! With over 40 weird minigames, *WarioWare* might have some competition…

UK Top 20 Games Chart

Gangstas versus Elves? Who would you put your money on? *The Godfather* by the looks of things…

GM uses the ChartTrack chart – the only chart officially recognised by the UK software industry. Get the full 20 in *GM* every month!

ChartTrack

IT'S THE ONLY CHART THAT COUNTS!

NO.		PREVIOUS POSITIONS Last week	 2 weeks ago	 3 weeks ago	GAME	PUBLISHER	GM'S SCORE	GM JUDGEMENTS	
1	⇄	2	-	-	The Godfather PS2 XBOX PC PSP 360	EA	69%	Don't buy this! A *GTA* wannabe as bloated as Marlon Brando's cheeks, and five times as ugly.	
2	⇄	1	-	-	The Elder Scrolls IV: Oblivion PC 360 GOLD AWARD	2K Games	93%	It's been a slow few years for the single-player RPG. This makes up for all of it.	
3	⇄	4	1	1	FIFA Street 2 PS2 XBOX CUBE PC DS PSP	EA	80%	A casual gamer's dream, but seasoned footy veterans will take more convincing than this.	
4	▲	3	4	-	Buzz! The BIG Quiz PS2	Sony	58%	A cute idea, but the actual execution is unforgivably cynical and lacklustre. Buzz off.	
5	⇄	5	3	2	Ghost Recon: Advanced Warfighter PS2 XBOX PC 360	Ubisoft	89%	Looks great, plays great – once you're used to the clunky control system that is.	
6	▼	-	-	-	Animal Crossing: Wild World DS GOLD AWARD	Nintendo	92%	One of Ninty's best ideas – and now it comes with you to the shops. *Nintendogs* is history.	
7	▲	6	2	3	Fight Night Round 3 PS2 XBOX PSP 360 GOLD AWARD	EA	90%	Like sports? Like hitting people? Like games? Then you'll probably like this.	
8	▼	-	-	-	Far Cry: Instincts Predator 360	Ubisoft	86%	A feature-packed bundle that's fun to play, but won't blow the socks off *Far Cry* experts.	
9	▼	-	-	-	Championship Manager 2006 PC	Eidos	78%	Surpasses the original *Championship Manager PSP* but *Footy Manager* is still tops.	
10	▼	7	8	-	Driver: Parallel Lines PS2 XBOX	Atari	74%	We know it's called *Driver* – but this has too much point-to-point. Outrevs *Driv3r*, though.	
11	▲	9	6	4	Black PS2 XBOX GOLD AWARD	EA	90%	Solid, satisfying and enjoyable, *Black* might give you tinnitus but it's worth it.	
12	▼	-	-	-	Blazing Angels: Squadrons Of WWII XBOX PC 360	Ubisoft	69%	Wildly inconsistent: flashes of brilliance ruined by incompetence.	
13	▲	16	-	-	Worms: Open Warfare DS PSP	THQ	60%	Small in every sense. Worm war is still pleasingly violent – but this is a bare-bones edition.	
14	⇄	-	-	-	Ice Age 2: The Meltdown PS2 XBOX CUBE PC DS GBA	Vivendi	75%	New ideas? Not really. Sparkling platform fun? The ice has it.	
15	▼	-	-	-	Batman Begins PS2 XBOX CUBE PSP GBA	EA	70%	Mean, moody and definitely *not* what we were expecting. The bat is back, big time.	
16	▲	13	12	10	Pro Evolution Soccer 5 PS2 XBOX PC PSP GOLD AWARD	Konami	96%	Takes the beautiful game to a whole new level of evolution. Just champion.	
17	▼	15	11	8	The Sims 2 PS2 XBOX CUBE PC PSP DS GBA	EA	72%	Not the step up on the consoles as it was on the PC – overall a bit disappointing.	
18	▲	-	-	-	Outrun 2006: Coast 2 Coast PS2 XBOX PC PSP	Sega	86%	One of the best drivers: a great alternative to the racers already doing the rounds.	
19	▲	8	5	-	24: The Game PS2 PSP	Sony	80%	Packs just enough Bauer power to hold its mixed bag of gametypes and quality together.	
20	▼	12	-	-	Pro Evolution Soccer Management PS2	Konami	65%	Sneaks into the fourth Champions' League spot behind the big three.	

Software charts compiled by ChartTrack, ©2005 ELSPA (UK) Ltd. www.elspa.com Words: Rob Taylor

01 THE GODFATHER

Elder Scrolls made it to the top of the charts for a week this month, but an army of goblins and tree people aren't enough to see off the mighty EA. We trust GM readers took heed and didn't rush out to buy *The Godfather*, but not everyone reads us and we're guessing there are a fair few disappointed Mafia wanabees out there now.

The mafia experience is less than thrilling.

Even the cops are looking a little dismayed.

04 BUZZ! THE BIG QUIZ

It's another victory for mainstream gaming with *Buzz!* getting higher in the charts than we'd have ever thought. Shame it's not a patch on the music quiz then. Lazy, hastily put together and laborious are three ways we'd like to describe it. Still, the buzzers are fun.

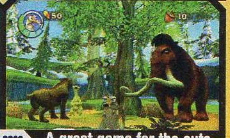
Not the best quiz but it has its moments.

Playing as Einstein won't help your chances…

14 ICE AGE 2: THE MELTDOWN

We're not always pleased to see a film-licensed game in the top 20, but in *Ice Age*'s case it's actually quite well deserved. This quirky, humorous game is packed with cuteness and mini-games that'll make you smile. Watch the film, then settle down to play a decent game of the film. Just how it should be…

It's big and, though not hugely clever, is fun.



A great game for the cute at heart.

JAPAN CHARTS

DS is top as Ninty's stranglehold on the Far East intensifies.

1. Final Fantasy XII PS2
2. Pokémon Rangers: Diamond-Pearl eno Michi DS
3. Ace Combat Zero: The Belkan War PS2
4. Animal Crossing: Wild World DS
5. Motto Nouo Kitaeru Otona no DS Training DS
6. Shin Sangoku Musou 4 Empires PS2
7. Eigoga Nigatena Otona no DS Training: Eigo Zuke DS
8. Kahashima Ryuuta Kyouju no Nouo Kitaeru Otona DS
9. Harukanaru Toki no Uchide 3: Unmei no Meikyuu PC
10. Mario Kart DS DS

US CHARTS

It's all about *WOW*, Disney and *Oblivion* over in the USA.

1. Kingdom Hearts 2 PS2
2. Elder Scrolls IV: Oblivion 360 PC
3. World Of Warcraft PC
4. The Sims 2: Family Fun Stuff PC
5. Guild Wars Factions PC
6. The Sims 2: Open For Business PC
7. God Of War PS2
8. Tom Clancy's Ghost Recon: Advanced Warfighter 360
9. Brain Age DS
10. Star Wars: Empire At War PC

FAN-TASTIC 360

Although 360 is proving a big hit with gamers, you couldn't have failed to notice that it's noisier than a 747 during takeoff. One guy who obviously appreciates the sound of silence has come up with a solution – water cooling! Obviously, it's a procedure not without risk (plus it'll void your warranty) but the results are silently impressive. Pity his 360 looks like a Saturn V Rocket (the dyed-green water is a classy touch though).

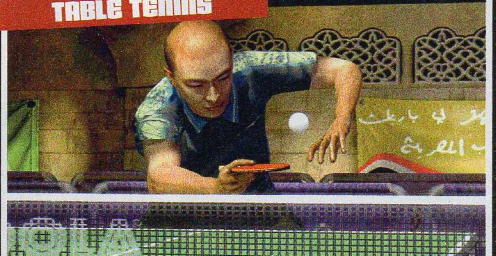
EMULATE THIS!

Microsoft is also getting its act together with 360's original Xbox game emulation. Added to the Backwards Compatibility list come *Black*, *Star Wars: Battlefront 2*, and *Winning Eleven 9*. A few other gems have also been tweaked – *Forza* looks smoother than ever, while *Splinter Cell Chaos Theory* and *Ninja Gaiden* are now bug-free. But why are Xbox titles that have pricier 360 equivalents – like *Kong*, *Gun*, *Burnout* and *FIFA* still absent?

WATCH OUT FOR...

Look out for these latest games to hit the shelves...

THIS MONTH
TABLE TENNIS



Rockstar Games branch out into table tennis. And they've done a first class job – it's fast, slick and as addictive as *Virtua Tennis*.

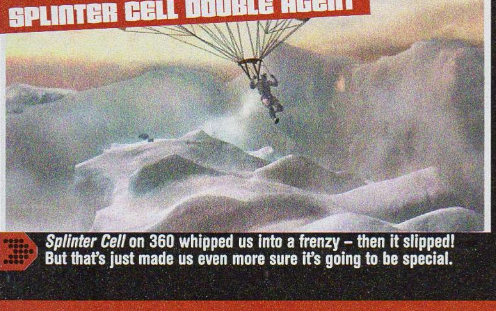
NEXT MONTH
JAWS

A game where you prey on unsuspecting swimmers with your razor-sharp teeth. It's got to be a sure-fire winner…

3 MONTHS
NEW SUPER MARIO BROS

This is the next DS game we'll be counting the days towards (after *Metroid*). It's looking like Ninty brilliance from start to finish.

FUTURE
SPLINTER CELL DOUBLE AGENT



Splinter Cell on 360 whipped us into a frenzy – then it slipped! But that's just made us even more sure it's going to be special.

Cut it out and stick it on the wall

COMING SOON

MAY

5th	Ape Escape 3 PS2	Sony
5th	Ape Escape PSP	Sony
5th	Full Spectrum Warrior: Ten Hammers PS2 XBOX PC	THQ
5th	Me And My Katamari PSP	EA
5th	Metroid Prime: Hunters DS	Nintendo
5th	Pac-Man World 3 PSP DS	EA
5th	Namco Museum 50th Anniversary PC CUBE	Namco
12th	City Life PC	Monte Cristo
12th	Football Generation PS2	Midas
12th	Monster Hunter: Freedom PSP	Capcom
19th	Brain Training DS	Nintendo
19th	Field Commander PSP	Ubisoft
19th	Heroes Of Might And Magic 5 PC	Ubisoft
19th	The Da Vinci Code PS2 XBOX PC	Take Two
19th	Untold Legends: The Warriors Code PSP	Ubisoft
26th	Age Of Empires: Age Of Kings DS	THQ
26th	And1 Streetball PS2 XBOX	Ubisoft
26th	Big Brain Academy DS	Nintendo
26th	Brothers In Arms PSP	Ubisoft
26th	Championship Manager 2006 PS2 XBOX PSP	Eidos
26th	Chibi Robo CUBE	Nintendo
26th	Dragon Booster DS	Konami
26th	Harvest Moon: Magical Melody CUBE DS	Rising Star
26th	Hitman: Blood Money PS2 XBOX PC	Eidos
26th	LMA Manager 2006 PC 360	Codemasters
26th	NBA Ballers: Rebound PSP	Midway
26th	Pocket Racers PSP	Konami
26th	Scarface PS2 XBOX PC	Vivendi
26th	Super Princess Peach DS	Nintendo
26th	Table Tennis 360	Rockstar
26th	Tomb Raider: Legend 360 PSP	Eidos
26th	Urban Chaos PS2 XBOX	Eidos
26th	Drill Dozer GBA	Nintendo
27th	Final Fantasy 12 PS2	Square Enix

JUNE

2nd	Super Monkey Ball Adventure PS2 CUBE PSP	Sega
9th	Jaws PS2 XBOX PC	THQ
9th	Moto GP 2006 360	THQ
16th	Lord Of The Rings: Battle For Middle Earth 2 360	EA
23rd	Infected PSP	THQ
23rd	Test Drive Unlimited 360	Atari
30th	Chromehounds 360	Sega
30th	Dead Rising 360	Capcom
30th	Frame City Killer 360	EA
30th	Grand Theft Auto: Liberty City Stories PSP	Rockstar
30th	Juiced: Eliminator PSP	THQ
30th	Metroid Prime Pinball DS	Nintendo
30th	Prey PC 360	2K Games
30th	Rainbow Islands Revolution DS	Rising Star
30th	Shin Megami Tensei: Digital Devil Saga PS2	GhostLight
30th	Spyhunter: Nowhere To Run PS2	Midway
30th	The Godfather 360 PSP	EA

JULY

14th	Cars PS2 XBOX PC CUBE PSP DS GBA	THQ
28th	Monster House PS2 CUBE DS GBA	THQ
28th	World Pool PSP	Ghostlight

AUGUST

18th	Guilty Gear: Judgement PSP	THQ
25th	Gears Of War 360	Microsoft
25th	Mortal Kombat Unchained PSP	Midway
25th	New Super Mario Bros DS	Nintendo
25th	Spinout PSP	Ghostlight
25th	Stronghold Legends PC	2K Games
25th	Unreal Tournament 2007 PC	Midway
TBC	Alan Wake 360	Remedy
TBC	Blue Dragon 360	Microsoft
TBC	Kingdom Hearts 2 PS2	Square Enix
TBC	The Legend Of Zelda: Twilight Princess CUBE	Nintendo

SEPTEMBER

15th	Broken Sword: The Angel Of Death PC	THQ
22nd	Company Of Heroes PC	THQ
29th	Saint's Row 360	THQ
29th	Splinter Cell: Double Agent PS2 XBOX PC CUBE 360	Ubisoft

Heed Our Warning:
Here at *GM* we endeavour to bring you the most accurate release dates around. But the games industry is a fickle beast so bear in mind that the info above is constantly on the move. If it doesn't come out when we say it does, blame someone else!

GamesMa

Before the event, we caught up with the WWE superstars to grill them on games, tactics, and grappling...

Carlito and Chris Masters

Tag team challengers and reluctant allies...

GM In light of your recent 'differences', how are you chaps planning on winning at WrestleMania, and will you be co-operating tonight?

Carlito: Basically, I'll do what I always do and babysit Masters.

Masters: Tonight, we won't be teaming up, but as long as Carlito stays out of my way on Sunday, we'll walk out tag champions. [They lost to Big Show and Kane, natch.]

GM Have you done any special preparations for the superstar challenge? Thumb exercises, or anything?

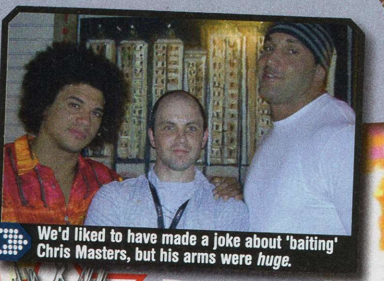
Masters: That's such a stupid question, I'm not even going to bother answering it.

Carlito: Not really, but I've been playing the game a lot. I can't think of any gym exercises that help your thumbs.

GM Hmm. What would you like to see the programmers of *SmackDown* include next time round?

Masters: I'd like my forearms to be massive, my muscle definition to be better, my skin to be softer and my look to be a bit more vascular.

Carlito: I'd like my abs to be a bit more ripped and my afro to be more aerodynamic.



We'd liked to have made a joke about 'baiting' Chris Masters, but his arms were *huge*.

Rob Van Dam and Trish Stratus

Mr Money In The Bank and the former womens' champ...

GM Are you two going to watch each others' backs tonight?

Yeah, sure.

GM Rob, you're known for your spectacular moves with chairs. Are there any others that you'd like to see in the game?

RVD: Well, I think they've got the Van Daminator in there pretty well. And I'm really impressed with how accurately they've captured me this year. I mean, it's scary, man.

GM OK. Is there anything the developers need to bear in mind while they're making your character models for the new game?

RVD: Well, the thing is, no-one – no-one – can jump as high as Rob Van Dam, or frog-splash as well as Rob Van Dam. So, they either need to get me to motion capture all my moves, or get a regular guy to film the jumping, then computer enhance it so it's much, much higher.

We tried to mimic RVD's famous splits-dodge, with predictably disastrous results.

WRESTLEMANIA 22
PEPSI
WE ARE HERE!

Shelton Benjamin

Momma's Boy

GM So far, we've seen you dominating in the Superstar challenge. Have you been training hard this year?

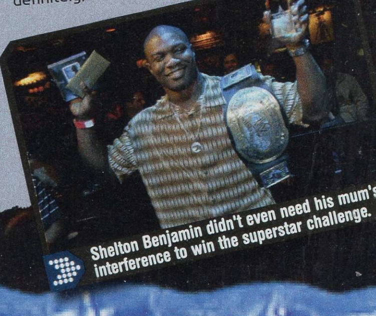
Not really. All I have to do to win this year is pretty much turn up and breathe.

GM You're getting famous for some of your crazy stunts with ladders. Would you like to see some of them in the game?

Yeah, but it's tough to see how you'd set them up in the game. When I'm doing them, it's often just a case of going with whatever happens in the match – I'm not thinking about it beforehand. One thing I would like to see, though, is turnbuckle attacks to a standing opponent – like, I do a flying crossbody and some people do flying axe-handles, but you can't do them in the game.

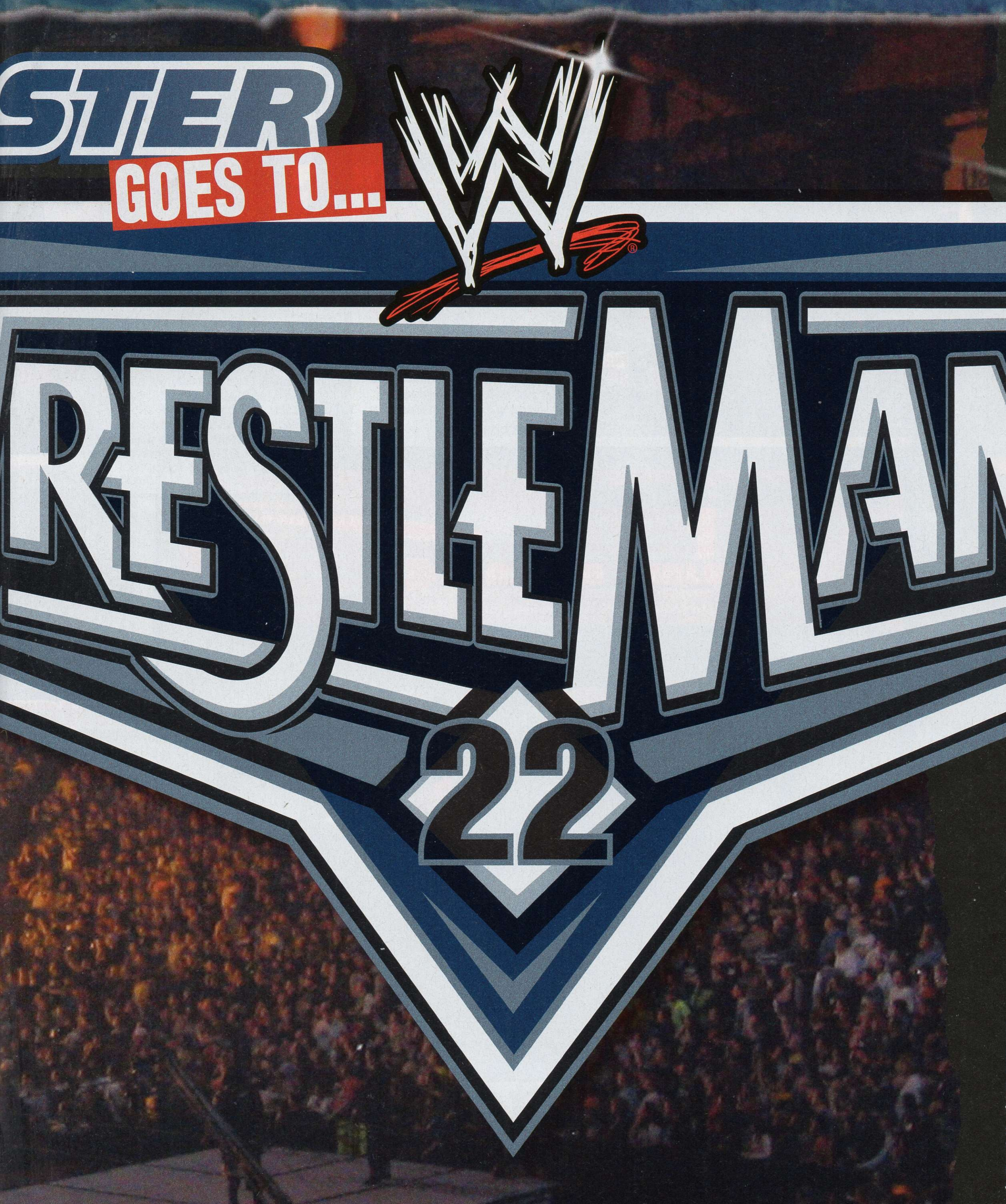
GM Finally, what's more important to you – the superstar challenge, or the intercontinental championship?

Shelton: (thinks long and hard) I'm going to say... the intercontinental championship. Absolutely, definitely, and no question.



Shelton Benjamin didn't even need his mum's interference to win the superstar challenge.

STER GOES TO... WRESTLEMANIA 22



How do you get the lowdown on the best *SmackDown* yet? By going to the biggest wrestling event ever, that's how...

WrestleMania! It's the biggest event of the wresling calendar. WrestleMania! It's the biggest, most ear-ruining, throat-horsening, nacho-guzzling spectacle in sports entertainment. WrestleMania! The Undertaker never loses, the girls always mess their matches up, and somebody always gets really hurt. It's brilliant. And, of course, *GM* was there.

We weren't just there to hold up our 'I'm With Mr Kennedy' sign and throw hotdogs at Kurt Angle, of course – oh, no. In the days leading up to WrestleMania, THQ host the now-annual Superstar Challenge – a chance for the wrestlers to see which one of them's best at the game, and for us to pester them with questions about what they actually think of it. And this year, they held a special, behind-closed-doors look at the new *SmackDown*. Although it's still seven months off – pencilled in for a November release, grapple fans – it's already looking hotter than a barbecue at Kane's house, with some of the most lovingly-rendered muscly men since Michaelangelo put down his chisel. And this wasn't just two men posing, either – we actually saw Angle and Cena going at it in one of the all-new, all-interactive environments. So what are we waiting for? Let's get on with the show...

Edge and Lita
The Rated-R Superstar and his girlfriend

GM Feeling confident about tonight?
Edge: Not really. I don't actually play games that much.

GM Oh. Well, how about WrestleMania – are you looking forward to that?
Edge: I normally do, but... well, I've been in some crazy matches, but I think this one's genuinely going to be the most brutal one I've ever been involved with. I'm sort of just looking forward to getting it all over with.

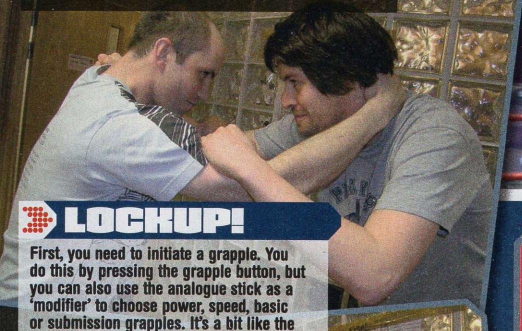
GM But you've done some insane moves before...
Edge: Yeah, but I'm past that now. You get to a point where you realise you can get just as much reaction from a crowd throwing punches as you can by doing a hanging neckbreaker off a 20 ft ladder.

GM Crikey. Erm, any predictions for Sunday?
Edge: I'm gonna steal the show, like I always do.

3 Edge had the most delicate hands out of anyone we touched. Including Lita.

SHINY GRAPPLY PEOPLE

The biggest gameplay innovation in *SmackDown! Vs Raw 2007* is definitely the introduction of analogue control – although, as THQ explain, it's slightly different to the system seen in *Fight Night* or *The Godfather*. Here's how it works, demoed by Dave and Joel...



LOCKUP!

First, you need to initiate a grapple. You do this by pressing the grapple button, but you can also use the analogue stick as a 'modifier' to choose power, speed, basic or submission grapples. It's a bit like the original *SmackDown! Vs Raw*.

GRAPPLE!

Once you're locked up, like we are here, you need to use the analogue to pull off the first bit of a move. Pushing the stick up in the air, for instance, might start a vertical suplex, while yanking it to the left goes for a DDT.

SHOW-OFF!

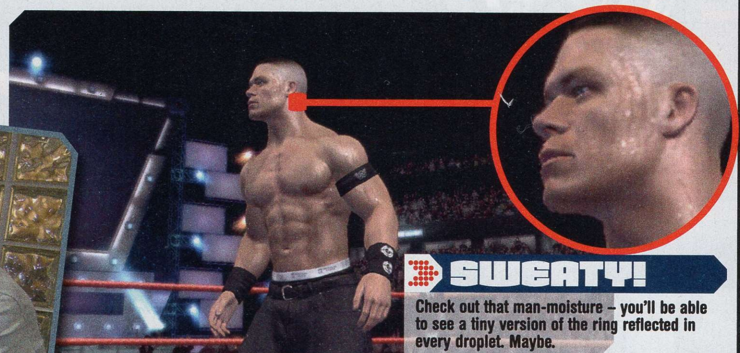
It's also possible to modify moves by adding extra analogue commands. Lift a wrestler onto your shoulders, for instance, and you might have the option to twirl him around in an Airplane Spin, crush him with a Samoan Drop or dump him on his head, FU style.

FURNITURE!

With a bit of practice, you should be able to incorporate scenery into your attacks, perhaps suplexing someone into a hangman on the ropes. Does this mean you'll finally be able to do a finisher on the steel steps? Only THQ know for sure...

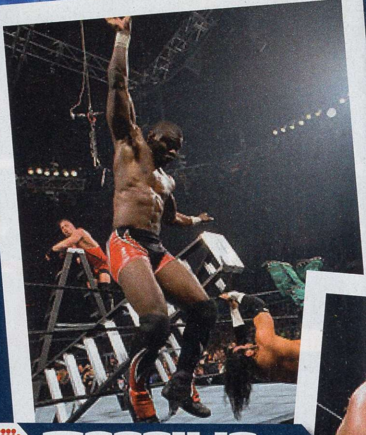
THE SWEATIER, THE BETTER

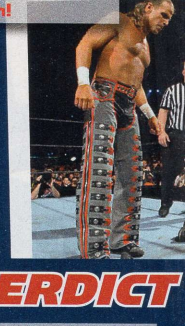
SD offers what THQ are calling 'real-time sweat dynamics'. So you start to see perspiration accumulating on wrestlers' bodies and running off them. The effect's a bit heavy-handed, with Cena sweating like a priest at spring break from the opening bell.



SWEATY!

Check out that man-moisture – you'll be able to see a tiny version of the ring reflected in every droplet. Maybe.





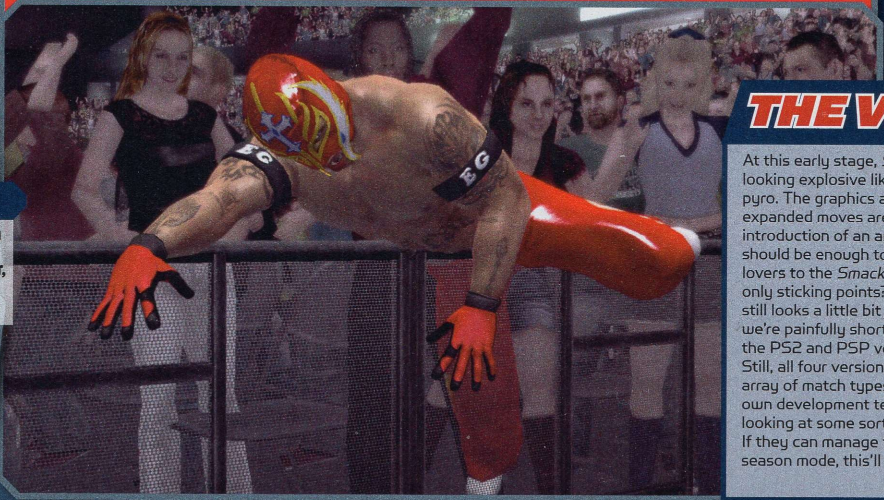
MONEY IN THE BANK

THQ won't say whether the WWE's most popular 'Mania match will make it into the lineup, but with six-man ladder matches already possible, it's almost a certainty. What's more intriguing is whether we'll be seeing any new ladder moves – like Shelton Benjamin's insane sprint-up-the-ladder swanton bomb over the ropes – and, if so, how they'll be put into action.

VERDICT: Hell Yeah!

CROWD CONTROL

Last issue, we mentioned that the crowd get involved in matches, but we didn't know exactly how involved. Yes, get close enough and they'll toss you weapons, and no, you can't free-roam through cardboard cutouts *a la* earlier games, but that isn't quite the whole story. Do a grapple up against the barrier and you'll go into a special preset animation – like the ones of slamming someone's head in a car door in the last game – as you toss them over the barrier and the crowd whoops and slaps them on the back while they try to scramble out. Meanwhile, you'll probably want to be looking for a chair.



THE VERDICT

At this early stage, *SmackDown's* looking explosive like Kurt Angle's pyro. The graphics are beautiful, the expanded moves are excellent and the introduction of an analogue system should be enough to bring new wrestle-lovers to the *SmackDown* scene. The only sticking points? The animation still looks a little bit jerky in places, and we're painfully short on info about what the PS2 and PSP versions will look like. Still, all four versions will offer the same array of match types, and each has its own development team, so you're not looking at some sort of cheap knockoff. If they can manage to include a good season mode, this'll be a must-buy.

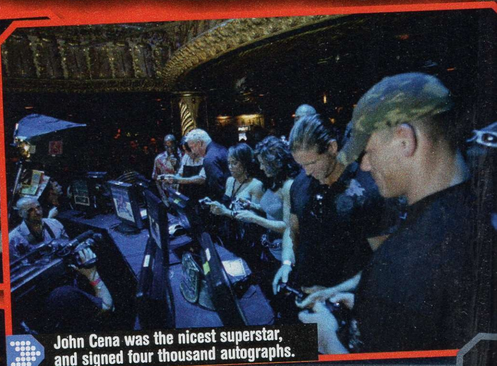
THE SUPERSTAR CHALLENGE!

Every year, 16 of the WWE's biggest and shiniest go mano-a-mano on *SmackDown* to see who's got the most muscular thumbs. A every year, Shelton Benjamin wins. Was this year any different? Let's go to our colour commentators to find out...

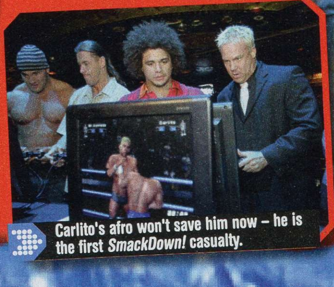
ROUND 1

It quickly becomes obvious who spends all their tourbus time on *SmackDown! Vs Raw*. Trish, RVD and Edge all struggle to work out the controls, while hotly-tipped underdog Chris Masters suffers a humiliating defeat to Stevie Richards because he can't work out how to counter a sleeper hold. Defending champ Shelton coasts to an easy win over Orlando – with Kane out of the competition, is anyone else even in contention this year?

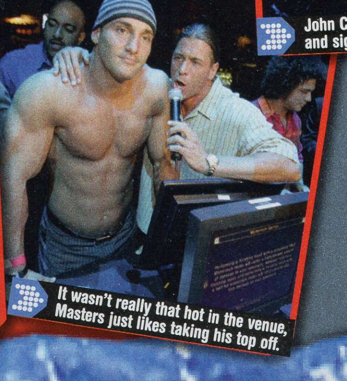
Edge barely knew which button was which – he had thumbtacks on his mind.



John Cena was the nicest superstar, and signed four thousand autographs.



Carlito's afro won't save him now – he is the first *SmackDown!* casualty.



It wasn't really that hot in the venue, Masters just likes taking his top off.

ROUND 2

After a quick faceoff between Carlito and Mr Kennedy, ("Hey, anyone can say their name twice!"), the serious players get down to business in the last eight, with all three members of MNM putting on a strong showing. John Cena does well against Joey Mercury, but blows it at the last minute by dropping his joypad to chase after the coach. Meanwhile, Shelton gives Trish a virtual pasting.

WHAT'S IN IT?

With WrestleMania over, what will this year's spectacular add to the next *SmackDown*?

PILLOW FIGHTS

Although the WWE billed the Candice/Torrie fight as a 'first', it was actually just the bog-standard cushion-'em-up we've already seen in *SVR 2006's* Fulfil Your Fantasy options. We can't see Playboy mogul Hugh 'Hef' Hefner letting them use his mag's tag, though…

VERDICT: Hell Yeah!

MR MCMAHON

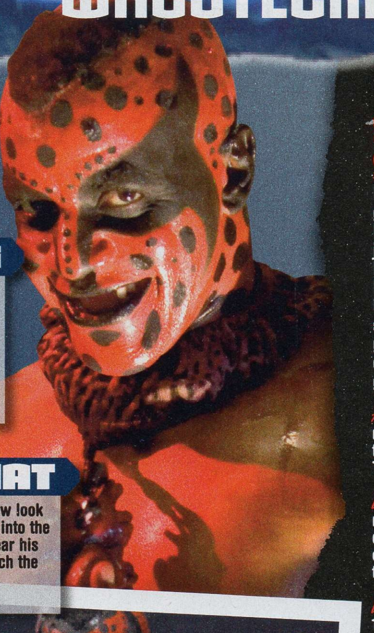
After the boss-man's bloodied-up turn at WrestleMania, will we see the freakily-ripped eldster (or son Shane) returning to active ring duty for the first time since *Here Comes The Pain?* It's a possibility, but the already-huge roster and complexity of making character models suggests not – just imagine modelling all those wrinkles and veins, not to mention trying to motion-capture that Adam's apple… Trickly stuff.

VERDICT: Maybe

NEW WRESTLERS

Based on WrestleMania performances, new Women's champ Mickie James and the Boogeyman are almost certain to appear, although it isn't clear whether the clock-wielding maniac will have a worm-drooling taunt. We're predicting the Spirit Squad will have gone their separate ways by the time the roster's finalised, while Fit Finlay, Bobby Lashley and Paul Burchill all remain outside favourites.

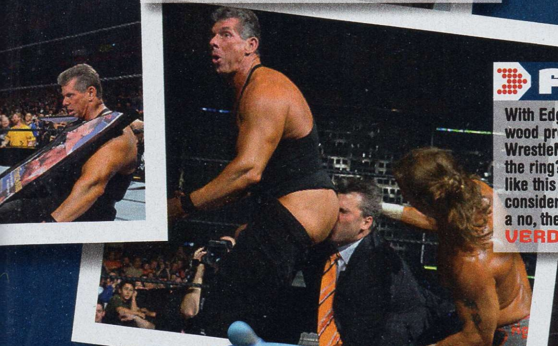
VERDICT: Hell Yeah!



TRIPLE H'S NEW HAT

If you saw WrestleMania, you saw Triple H showcase his bold new look – being lifted onto the entrance ramp on a thrown, then strolling into the ring dressed as Conan The Barbarian. We're fully expecting to hear his new, Motorhead-penned entrance music, but predict that he'll ditch the questionable headwear by Backlash.

VERDICT: Maybe…



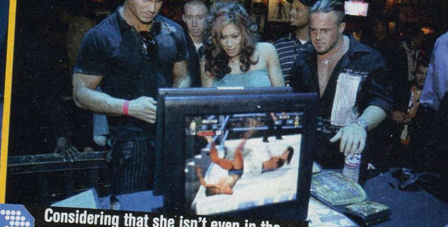
FLAMING TABLES

With Edge and Foley's plummet through a blazing bit of wood providing the single most memorable image from WrestleMania, will Yuke's be leaving cans of paraffin under the ring? Um, probably not. Apart from the scarcity of moves like this in real wrestling, there are tricky flame physics to consider and the possibility of it becoming overused. That's a no, then.

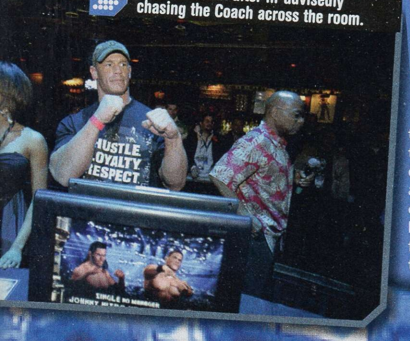
VERDICT: No chance in hell!

ROUND 3

Things really heat up now, with Shelton and sleeper favourite Stevie engaged in a back-and-forth battle full of special moves and submission holds. After they've finished, *GamesMaster* finally work out why MNM are doing so well – because they aren't in the game, Yuke's have created wrestlers for them, and accidentally left all their stats at 99. The Melina-Mercury fight goes on for 10 minutes, and then everyone goes to the bar.



Considering that she isn't even in the game, Mileena did surprisingly well.



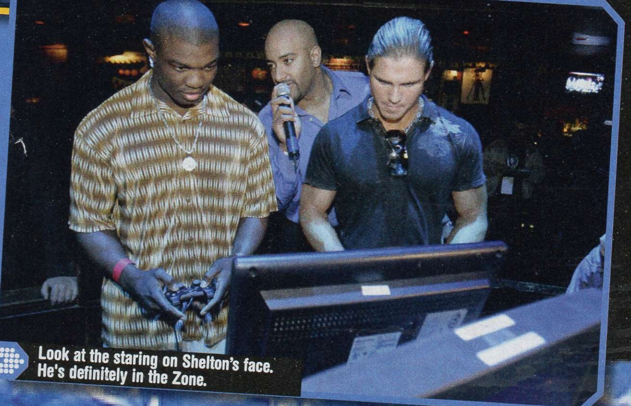
Cena went out after ill-advisedly chasing the Coach across the room.

ROUND 4

Mercury and Shelton go head to head in a battle of technique and aggression vs superior stats. It's a tough match for both men, with counters flying all over the place. Shelton's at a disadvantage stats-wise, but the wiley veteran makes excellent use of the rope break and the classic hangman-over-the-top-rope move to stagger Nitro and set up the T-Bone Suplex. The crowd counts the one-two-three, and momma's boy is the champ for an unbelievable fourth year in a row. Can anyone stop this man?

THE WINNER

Shelton Benjamin takes the gold yet again, to absolutely no-one's surprise. Two days later, he pulls a springboard plancha onto a standing ladder – but the cameras don't catch it, and Tazz has to literally describe what's just happened to bemused viewers. What a guy.



Look at the staring on Shelton's face. He's definitely in the Zone.

SMARK SPEAK

Heading for the granddaddy of them all, Wrestlemania 22? Or just off to see Bam Bam Bigelow jobbing at the Bristol Hippodrome? Whichever you pick, seem like you know what you're talking about with our Cut-Out-n-Keep guide to wrestle-talk.

ANGLE
noun. A storyline. As in: remember that 'Kane-Lita pregnancy angle? That was a bit much'

BABYFACE
noun. A nice wrestler. In olden days, a wrestler who didn't cheat or hit girls. Nowadays, the role of the babyface is to cheat.

BUMP
1. verb. To hit the ground, usually spectacularly.
2. noun. An exciting move, as in 'Foley's bump through the flaming table looked a bit painful.'

HEAT
noun. Reaction from the crowd, or general popularity among fans. 'Batista's got good heat, even though he isn't working.'

HEEL
noun. A bad wrestler.

JOB
verb. To lose. As in 'Doing the job'.

JOBBER
noun. One who regularly JOBs.

KAYFABE
noun. The illusion that wrestling is real – as in, 'According to Kayfabe, Stephanie and Triple H got divorced.' From the pig-latin pronunciation of 'fake.'

MARK
noun. A fan who doesn't understand/ doesn't care that wrestling isn't real, and boos all the HEELs.

SELL
verb. To pretend a move really hurts. 'Did you see The Rock backflip away from that stunner? Talk about over-selling.'

SHOOT
noun. When two wrestlers start fighting properly – ie Hardcore Holly actually giving Rene Dupree a black eye in *SmackDown.* The opposite of a WORK.

SMARK
noun. A combination of a SMART and MARK – someone who knows wrestling isn't real, but cheers and whoops a lot anyway.

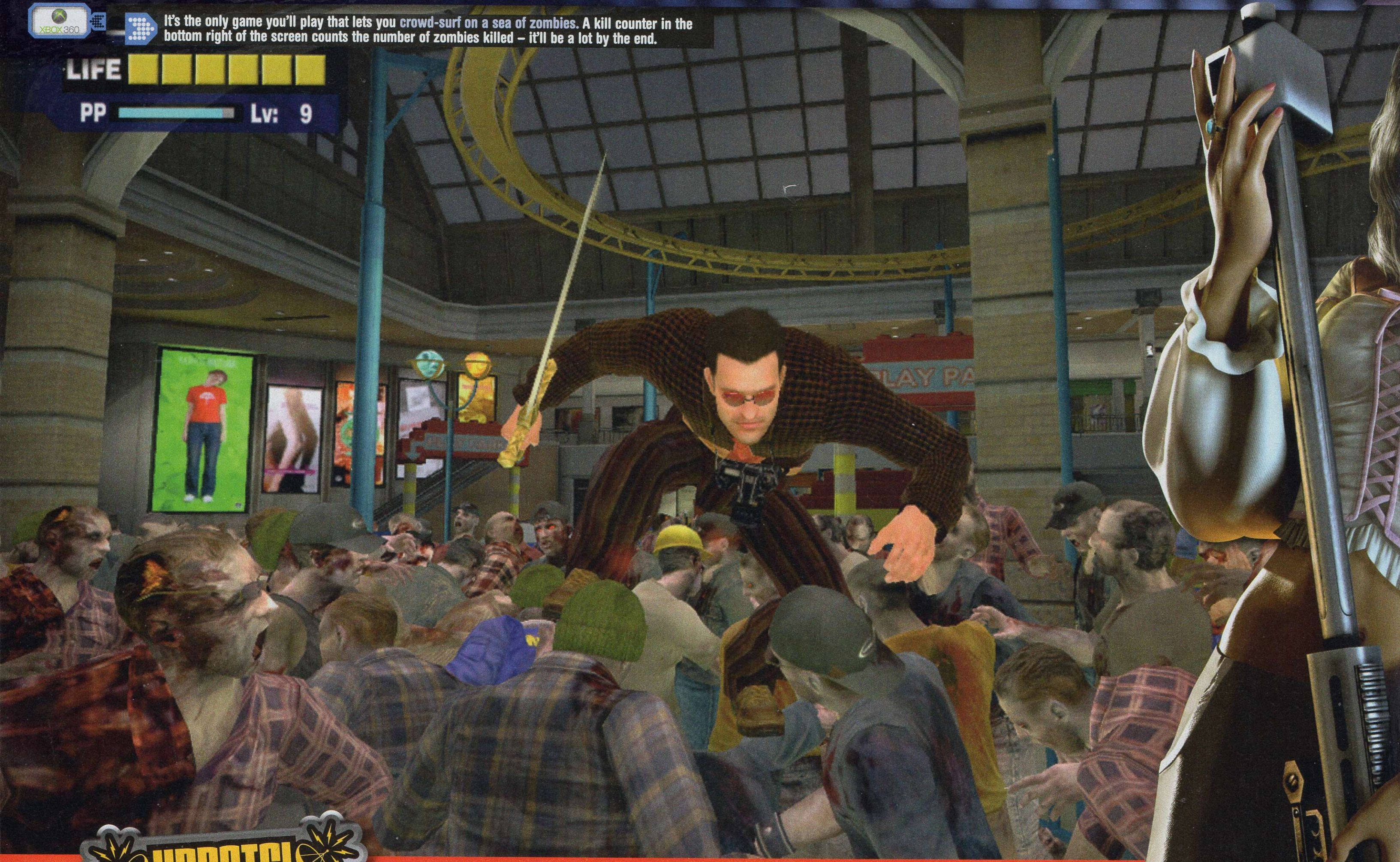
SMART
noun. A fan who knows how wrestling works, and irritates everyone sitting next to him.

SQUASH
noun. A very one-sided match.
verb. To defeat another wrestler without letting them get a move in.

WORK
noun. A fake ANGLE or MATCH, as opposed to a WORK.

ZAMBONI
noun. A legitimate shot in the plums, often ending a match early.

• **OUT:** SEPTEMBER • **FORMAT:** XB 360 • **PRICE:** £49.99 • **DEVELOPER:** CAPCOM • **PUBLISHER:** CAPCOM
• **ONLINE:** NO • **OTHER FORMATS:** NONE • **WEB:** WW2.CAPCOM.COM/DEADRISING/ • **PLAYERS:** 1



It's the only game you'll play that lets you crowd-surf on a sea of zombies. A kill counter in the bottom right of the screen counts the number of zombies killed – it'll be a lot by the end.

UPDATE!

» THE FIRST HANDS-ON WITH CAPCOM'S LATEST ZOMBIE FEST

DEAD RISING

It's not *Resident Evil 5* but it is next-gen zombies...

Capcom being the publishers of the best zombie horror series ever (*Resi*, of course), the upcoming *Dead Rising*, has definitely got our attention.

This is no next-gen *Resi* come early though and, zombies aside, doesn't bear much of a resemblance to *Resident Evil* at all. In fact, it's more *State Of Emergency* meets *The Punisher*, what with its relentless shopping mall action and frequent decapitations and gore.

ZOMBIE NATION

You play the game as freelance photographer and journalist Frank West who, while pursuing some sort of zombie invasion exclusive, has found himself in a shopping mall packed with the undead. You start the game with him waiting for a rescue helicopter to come and pluck him to safety. Inconveniently, that helicopter is going to take 72 hours to arrive and that's how long you have to survive.

What you do while you're waiting is up to you, and that's where *Dead Rising* proves itself to be a smart game. Whatever you do is definitely going to involve finding weapons from shops (and you can be creative with vases, plates, antique swords, teddy bears – pretty much anything can be picked up and thrown). But apart from killing literally thousands of zombies, the objectives you complete are up to you. There are 100 NPCs in the game in total, all with different sub-quests to involve you in, and there's literally not enough time in the game for you to talk to them all.

PLAY THE VICTIM

There are also clues to find to work out what's responsible for the zombie invasion, victims to rescue and photographs to take. And then there's the time sensitive key events. Not only

Need to know

What is it?

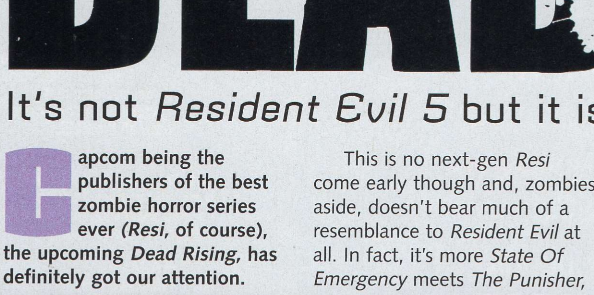
A non-linear third-person zombie action game set in a shopping mall.

Facts

- **72hrs of in-game time**
- **120 shops to explore, each with unique items you use against zombies**
- **Weapons include plates, chainsaws, poles, parasols, swords and shotguns**

From the people who made...

Onimusha: Dawn of Dreams	**80%**
Resident Evil 4	**96%**

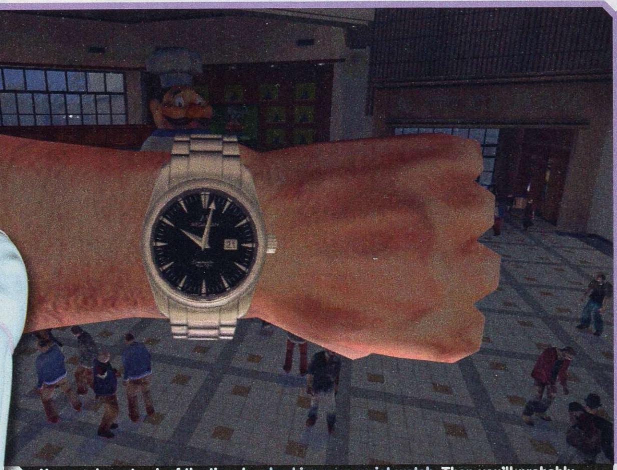


Survivors get themselves into all sorts of situations – like dangling from an inflatable rabbit above a mass of flesh-eating zombies.

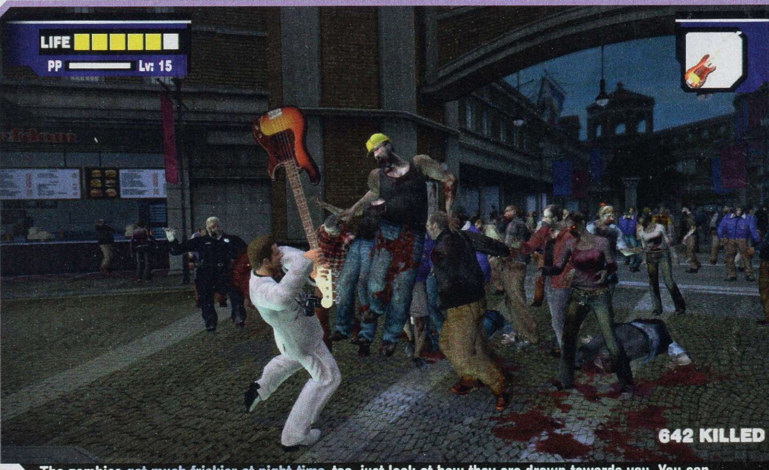
> "YOUR STRATEGY HAS TO CHANGE (AND POSSIBLY YOUR UNDERWEAR) AT NIGHT WHEN ZOMBIES PERK UP"

KILLING TIME

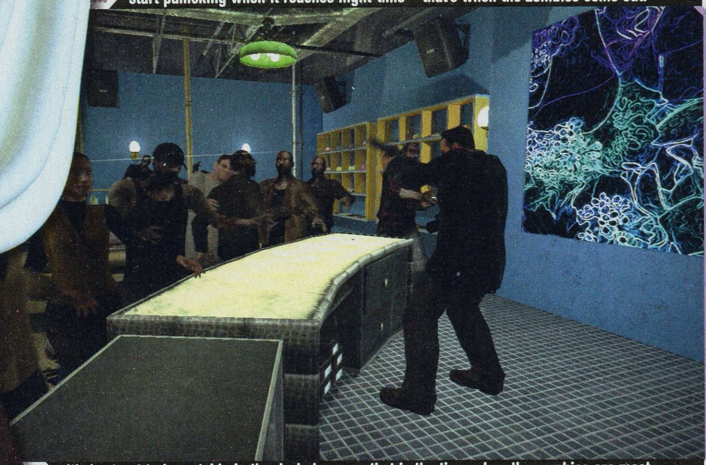
There's no good time to be chased by a hoard of zombies, but night-time is when things really get sticky. So make like a pet on Bonfire Night and stay indoors.



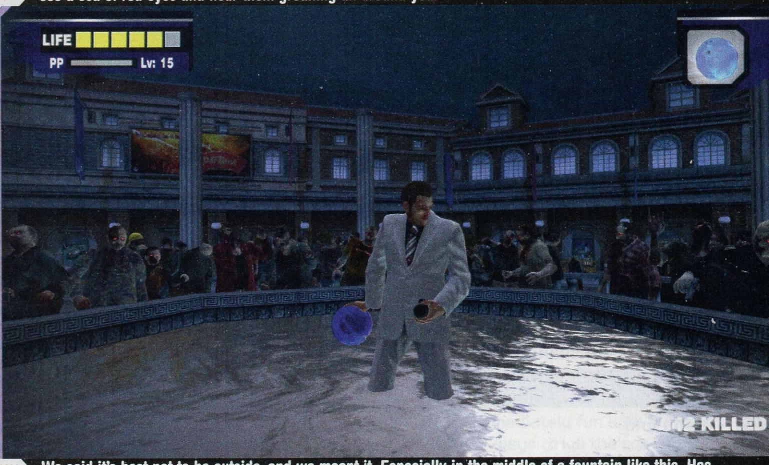
You can keep track of the time by checking your wrist watch. Then you'll probably start panicking when it reaches night-time – that's when the zombies come out.



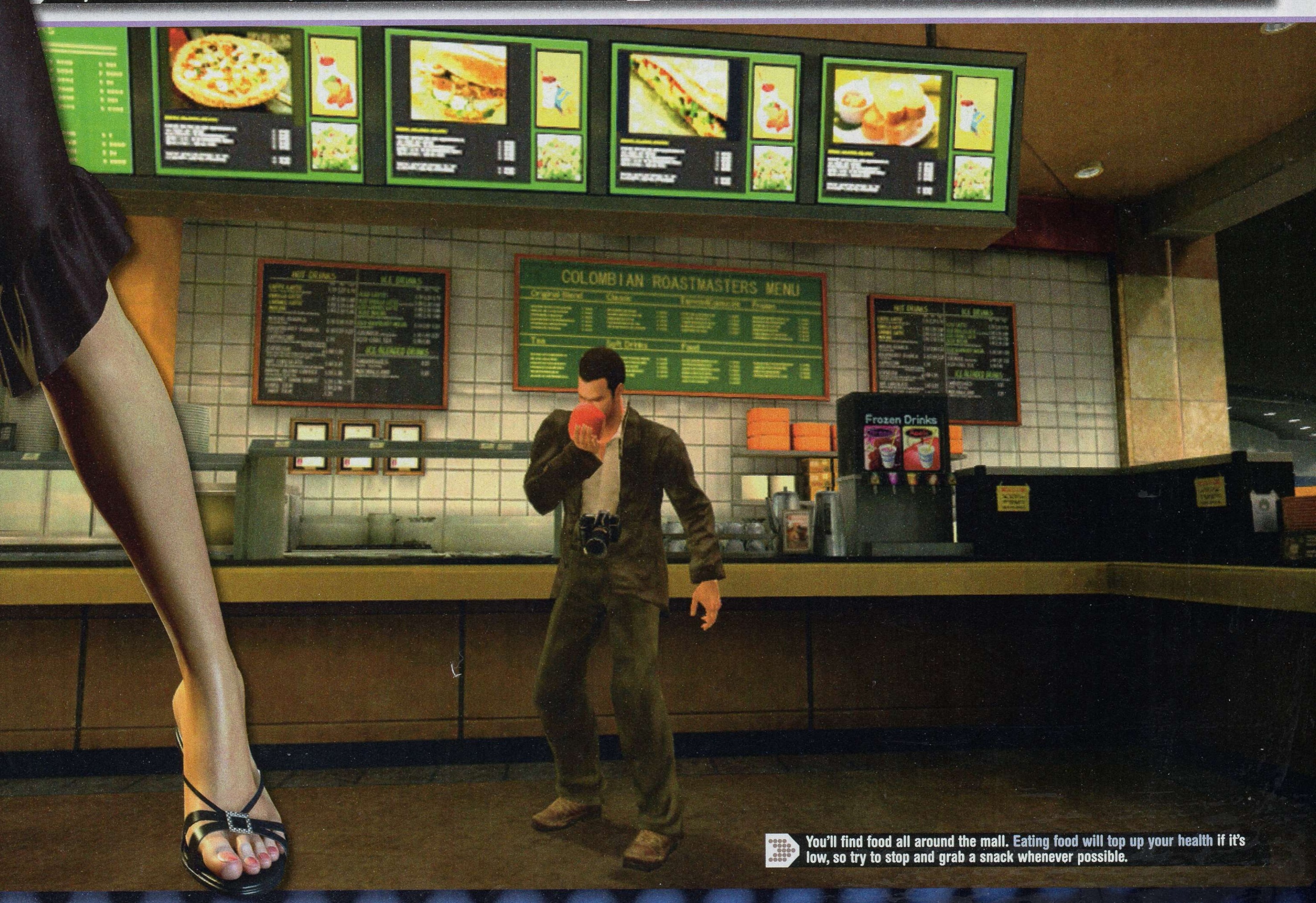
The zombies get much friskier at night-time, too, just look at how they are drawn towards you. You can see a sea of red eyes and hear them groaning all around you.



It's best not to be outside in the dark, because that is the time when the zombies are most likely to attack. Your best bet is to hole yourself up in a shop and get shooting.



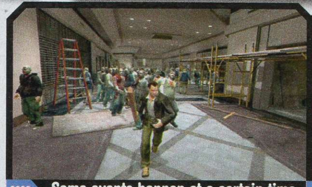
We said it's best not to be outside, and we meant it. Especially in the middle of a fountain like this. Has no one ever seen *Land Of The Dead?* Water's no deterrent, fools…



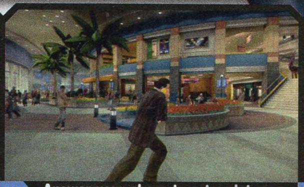
You'll find food all around the mall. Eating food will top up your health if it's low, so try to stop and grab a snack whenever possible.

GETTING EQUIPPED

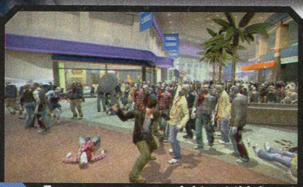
You need to play differently at night than you do in the day. So Frank has a watch and a cell phone to talk to others inside the mall.



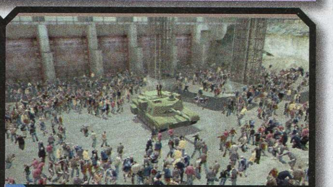
Some events happen at a certain time and there are also time limits.



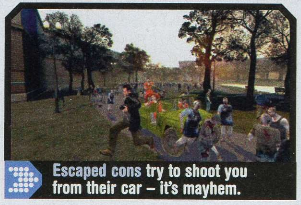
Answer your phone to get updates on what's going on in the mall.



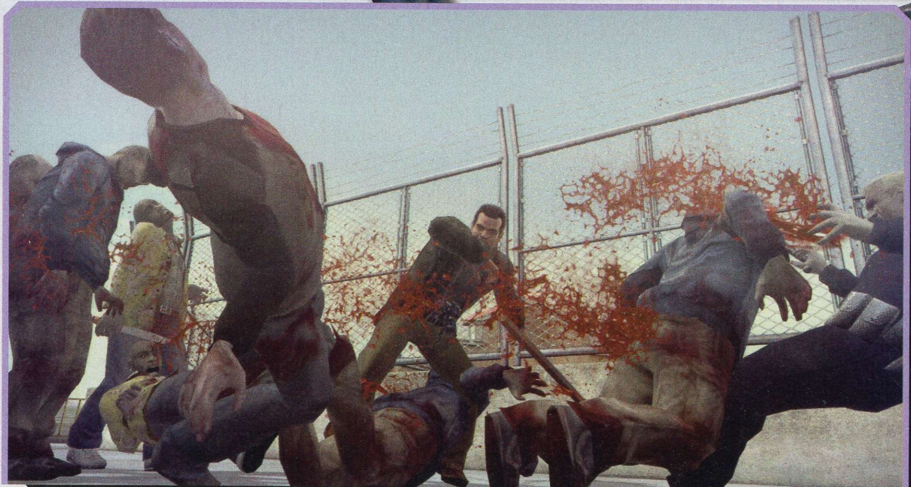
Even weapons you might not think are effective – like frying pans.



Even better than weapons are vehicles, which you'll find outside the mall.



Escaped cons try to shoot you from their car – it's mayhem.



You can take down several zombies at a time with the right weapon.

will what you find and do affect the ending you get, it'll affect the entire game experience. To do absolutely anything in the game, though, you need to constantly run, jump, dodge, batter and gun down the relentless zombies that are following you everywhere.

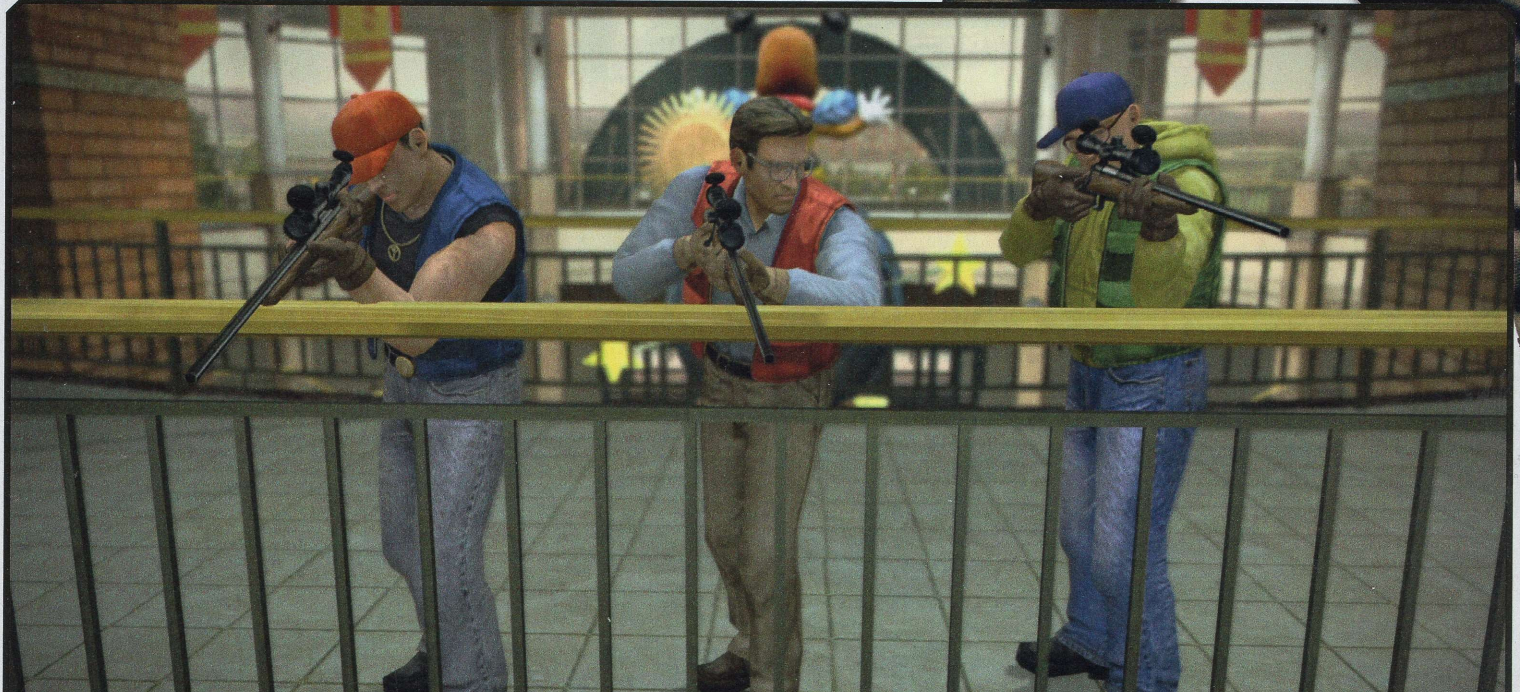
DUSK TILL DAWN

During the day, avoid the zombie attacks is reasonably straightforward – provided you're stocked up with weapons and you don't stop long enough to let them surround you. Your strategy has to change (as well as possibly your underwear) at night though when they perk up no end. When darkness falls, their eyes glow red in the darkness, and they'll run and lunge at you at every turn. It's attacks like this that makes the shopping mall an even worse place to be than Bluewater Kent on a Saturday afternoon.

Providing Xbox 360 owners with a demonstration of just how many characters the hardware enables to be onscreen at once as well as their first zombie gore-fest, *Dead Rising* is certainly one to look out for. GM

RESCUE WORKER

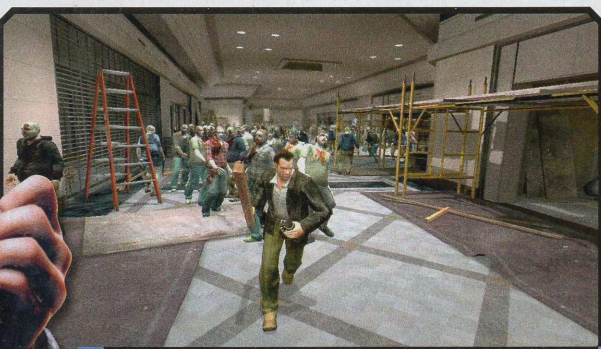
As if you didn't have enough problems with a baying mob of flesh-eating zombies out for your blood, not all of the other human characters you meet in the shopping mall are friendly and need rescuing. Some – like the nasty escaped convicts – will gun down anything that moves. They also might turn against you if they think you're not helping other people out. It's a (zombie) dog eat dog world out there...



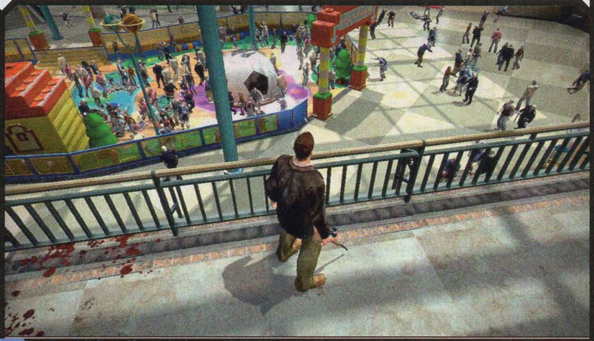
Even the other humans in *Dead Rising* aren't always friendly. Escaped convicts are even deadlier than dim-witted zombies, would you believe?

MONSTER HUNTER

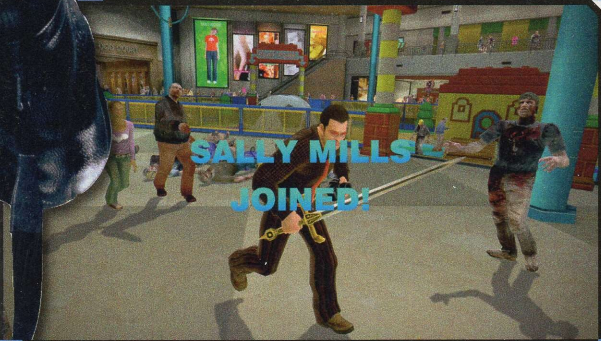
When you rescue a person, they'll join you and you'll need to escort them to a safe place. Rescuing people is one of the things you can do, along with taking good photos with your camera, to earn Prestige Points, which you can use to upgrade your skills and reach new areas.



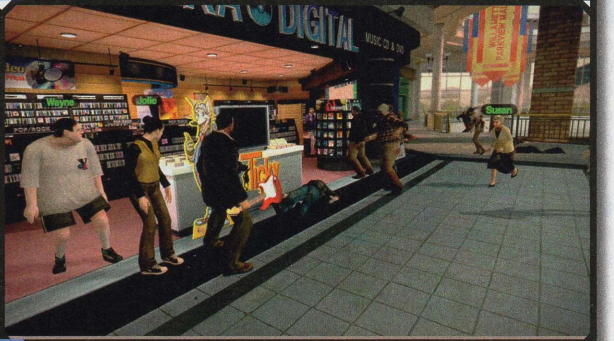
You can earn Prestige Points by taking a snap. It's judged on the number of zombies onscreen and the amount of gore in the snap.



Frank himself can be upgraded throughout the game so he's got more health and can carry more weapons, among other things, to bash zombies with.



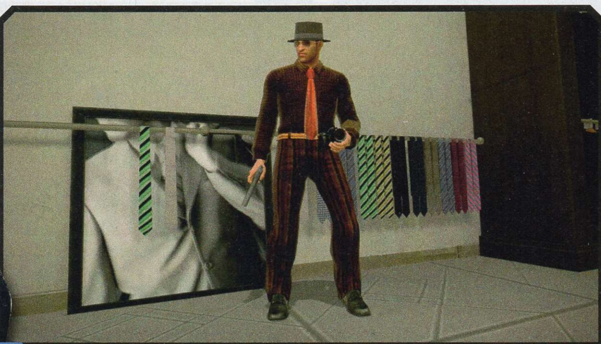
When you rescue a person, they'll follow you. You need to escort them to safety so that they escape a face eating, and so you can gain your precious Prestige Points.



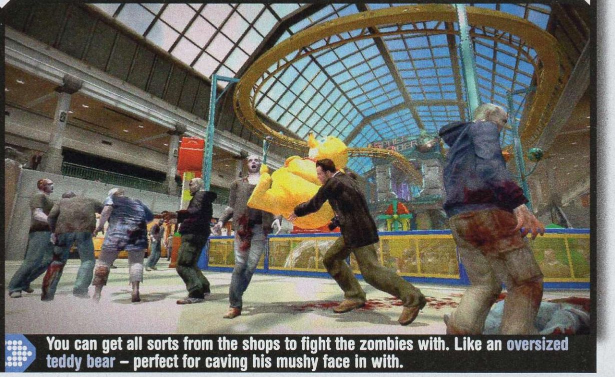
There are certain key characters in the game you need to speak to as well as a load you can choose whether you want to help.

SHOPAHOLIC

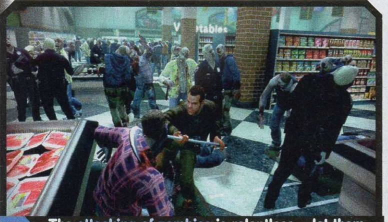
There are around 120 shops in the shopping mall where *Dead Rising* takes place. You can visit every one to stock up on goods, which can be used as weapons or food items to give you health. Some are more helpful than others, but for a spot of light relief you can visit clothes shops for no reason other than to deck yourself out in some new threads. They'll make you an attractive corpse at the least.



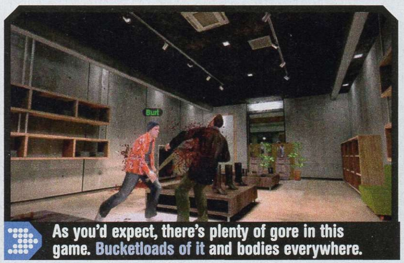
Shops are handy to get weapons from, but you can also just go in them and dress up in new clothes if you like – a freelance photographer has to look sharp y'know.



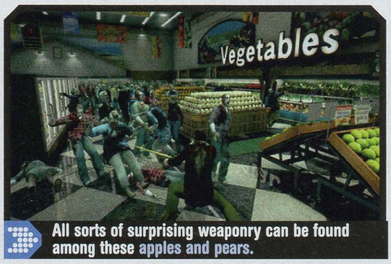
You can get all sorts from the shops to fight the zombies with. Like an oversized teddy bear – perfect for caving his mushy face in with.



The attacking of zombies is relentless – let them surround you and you're history...



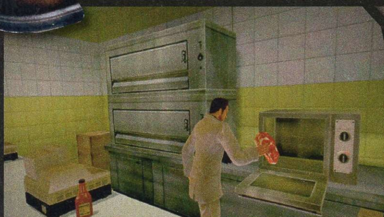
As you'd expect, there's plenty of gore in this game. Bucketloads of it and bodies everywhere.



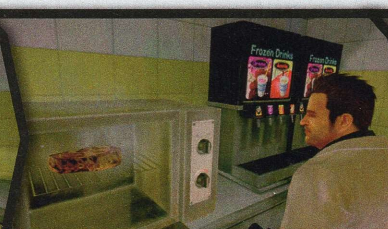
All sorts of surprising weaponry can be found among these apples and pears.

MEAT FEAST

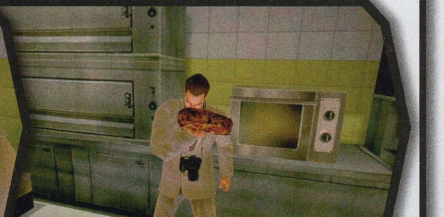
You can regain lost health from zombie nips by eating any food you find in the mall. Wine is particularly good for you, taking you to full health, but you could try finding a nice slab of meat and cooking it to get Frank feeling better.



We're not sure where he got this meat from but we're hoping he didn't just find it lying around.



Time is precious, but apparently Frank has time to wait around for his joint to cook.



Yum – eating food tops up your health. And health needs topping up a lot.

PREVIEWER: Kath

HANDS ON VERDICT

DEAD RISING

HOW FINISHED? 75%

CONTROLS

Ⓐ Jump
Ⓑ Interact
Ⓨ Swing
Ⓧ Look at watch
LB Scroll left through weapons
RB Scroll right through weapons
R First-person aim
Left analogue - Move

WE PLAYED IT AT...

Capcom HQ

WHAT WE PLAYED

☑ Opening hour of the game
☑ Vehicles outside the mall
☑ Day and night sections
☒ Later hours in the game

HOW DOES IT PLAY?

Immediately fun with hundreds of ways to kill the sea of zombies. Your cell phone is constantly ringing with cries for help rescue trapped victims and reach certain areas before it's too late. And driving through the middle of crowds of zombies in a tank is great.

ANY PROBLEMS?

Once you've missed a timed event you can't go back – you have to play again to find out what would have happened.

BEST BIT SO FAR

Decapitating zombies with plates, ploughing them down in tanks and slicing them in half at the waist with swords.

VERDICT

5 4 3 2 1

GM LOVES

+ It's a zombie fan's dream – like the game of *Shaun Of The Dead*

GM HATES

- Just missing out on a timed event and not being able to go back to it

MOST WANTED METER

It has got zombies, gore and a unique approach, so we can't wait to play it. How well the 72 hour timer will work remains to be seen, though.

CAN'T WAIT?

MOST LIKE: ...A smart, next-gen State Of Emergency
BIGGEST RIVAL: ......Resident Evil 5 on next-gen

OUT: MAY **FORMAT:** PS2 **PRICE:** £39.99 **DEVELOPER:** POLYPHONY DIGITAL **PUBLISHER:** SONY
ONLINE: NO **OTHER FORMATS:** NONE **WEB:** WWW.TOURISTTROPHY-THEGAME.COM **PLAYERS:** 1-2

TOURIST TROPHY

You'll need more than your cycling proficiency for this one...

Just don't expect to be flying over any buses, that's all we're saying. When Kazunori *Gran Turismo* Yamauchi turns his attention to motorbike racing, you know that this is going to be *serious:* the kind of racer where you need to pencil 'Brake now!' into your diary around two weeks ahead of an upcoming corner.

Sure enough, *Tourist Trophy* ("The Real Riding Simulator") is a stubbornly po-faced motorbike sim. Corners *must* be leaned into at under 40mph if you value the skin on your knees, and – unlike in *GT* – even a slight brush with a blade of grass can end your race instantly.

Bikers will lap up the authenticity: you can choose to control the bike's front and back brakes separately, and the customisation option screen is so dizzyingly detailed we actually blacked out for a few seconds.

PODIUM FINISH

Playing a near-finished English version this month, it's clear *Tourist Trophy* is revving up to be as long-lasting a package as *Gran Turismo*. The licence tests alone – starting with a braking test and progressing up to full circuits – took us hours to conquer. We spent eight tries on trying to nail 'driving in a circle'. *Eight tries.*

Thankfully, you can jump straight into real racing without having to pass your test. The individual Challenges and Tournament races win you better bikes than the whiny scooters you start with. And new clothes, which was a nice touch – we're currently sporting the rather fetching Polyphony Digital camouflage trousers.

It looks gorgeous, of course. The detail on the bikes is *GT*-quality – and the animation so realistic that you'll actually catch the horrifying sight of your wheel folding up under itself when you take a corner too fast.

Tourist Trophy flaunts its beautiful looks in the superb Best Photo mode, which cleverly builds a gallery of your finest mid-race moments for viewing and saving. At least that's the idea – after one of our races, the game picked out a very embarrassing shot of us falling off the bike. Cheeky little...

REVVED UP

With tracks, menus – even music – ripped straight out of *Gran Turismo*, it's likely *Tourist Trophy* will feel more like a spin-off than a game in its own right. We'll find out next month if this is another Polyphony Digital award-winner – or one for saddle-addicts only. GM

Need to know

What is it?

Super-serious TT motorcycle circuitry from the *Gran Turismo* team.

Facts

- **Over 100 licensed superbikes – from 250cc up to 1100cc+ – from 12 manufacturers**
- **35 courses**

Rumour

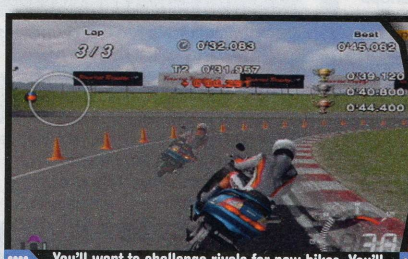
- **More bikes for the English version.**

From the people who made...

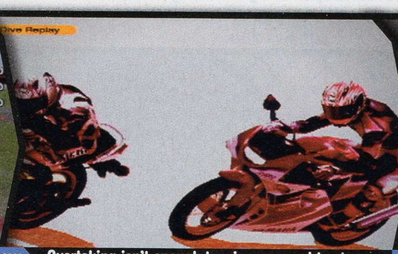
Gran Turismo 4 (Prologue)	60%
Omega Boost	74%

THE WHEEL WORLD

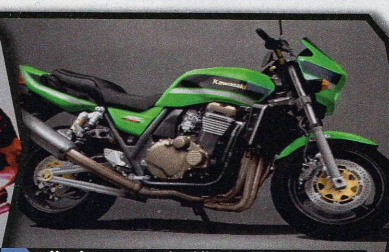
Put your wallet away: unlike *GT, Tourist Trophy* isn't all about cash. New rides are mainly earned via Challenge races – there's one for each bike, and winning it will bag you the bike. Simple! Theoretically. They're not called 'Challenges' for nothing, see: one test asks you to overtake a rival racer in three laps; we counted it a personal victory when we managed to get round half a lap without falling off. The odd thing is that you don't work up to bigger vehicles, as even 1100cc+ bikes are unlockable early one. We like it: fast bikes between our legs, with minimum messing about..



You'll want to challenge rivals for new bikes. You'll fail. The licence tests are there for a reason.



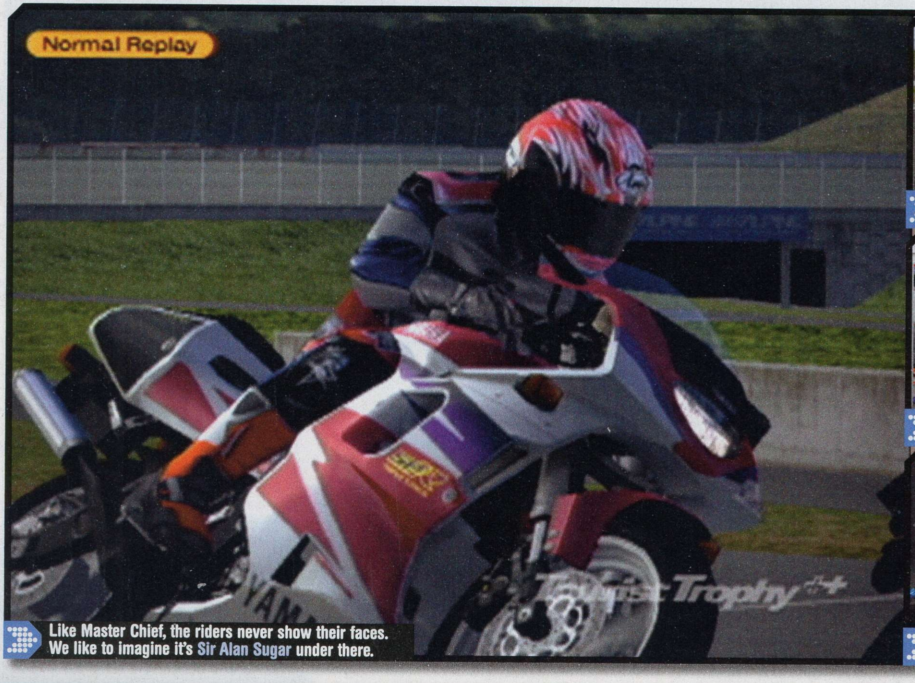
Overtaking isn't enough to win: you need to stay ahead for 10 seconds. The countdown is hell.



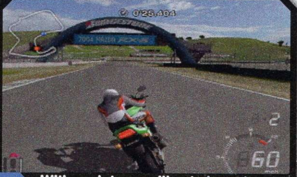
Here's your reward: a bike so shiny you can see your winning grimace in the exhaust pipe.

OFF YOUR BIKE

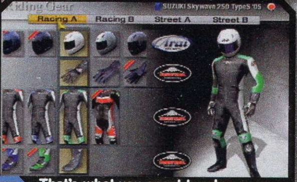
Clip the grass: fail. Nudge a trackside bumper: fail. Take an accidental shortcut: fail. Turn too fast: tip over, fail. Knock another rider off (if you ever get close to one): auto fail. But that's why *Tourist Trophy* grips you: the harder you work for a reward, the sweeter it feels.



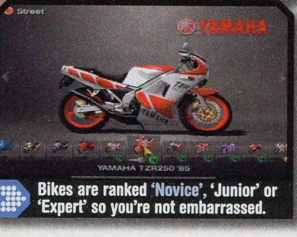
Like Master Chief, the riders never show their faces. We like to imagine it's Sir Alan Sugar under there.



With each try, you'll get closer to your rival. Tough, but satisfying.



That's what you spent two hours on the track for: new gloves.



Bikes are ranked 'Novice', 'Junior' or 'Expert' so you're not embarrassed.

PREVIEWER: Mark

HANDS ON VERDICT

TOURIST TROPHY

HOW FINISHED? 75%

CONTROLS

✕	Accelerate
□	Brake
△	Reverse
○	Look behind
SELECT	Change camera view
R1	Gear up
L1	Gear down
L2	Scooch down

WE PLAYED IT AT...

The *GM* office

WHAT WE PLAYED

☐ All 40 license tests
☐ Challenge mode
☐ Tourist Trophy
☐ Two-player racing

HOW DOES IT PLAY?

No surprises: it's much like *Gran Turismo* with bikes. Except much, much harder. But as you improve, your mind begins to meld with machine for some breathtaking racing. When you hit 100mph+ and you hear the wind roaring past your ears, you're hooked.

ANY PROBLEMS?

Unless you're in the license tests or time trials, there's no on-track racing line. So how can you improve?

BEST BIT SO FAR

The way your crew crowd round and clap you – just for passing a simple steering test. Are they taking the mick?

VERDICT

GM LOVES

+ Putting work into coming first
+ Pulling off a wheelie

GM HATES

- Bikes aren't as varied as cars
- Is it actually a game?

5 4 3 2 1

MOST WANTED METER

You won't find a more realistic motorbike racer. But without jumps, stunts, and eye-wincing crashes, it all feels a bit empty and repetitive.

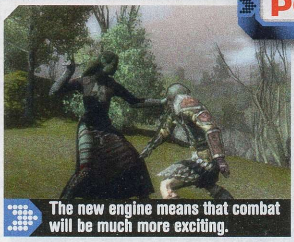
CAN'T WAIT?

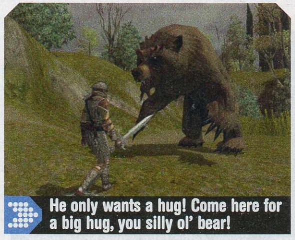
MOST LIKE:	Gran Turismo
BIGGEST RIVAL:	Moto GP 4
WAIT FOR:	next-gen Gran Turismo

- **OUT:** AUTUMN 2006 • **FORMAT:** PC • **PRICE:** TBA • **DEVELOPER:** OBSIDIAN
- **PUBLISHER:** ATARI • **ONLINE:** CO-OP, MODDING • **OTHER FORMAT:** MACINTOSH
- **WEB:** WWW.ATARI.COM/NWN2 • **PLAYERS:** 1-8

NEVERWINTER NIGHTS

Choose your own adventure, then let the world play it!


The new engine means that combat will be much more exciting.


He only wants a hug! Come here for a big hug, you silly ol' bear!

Did you ever come to the end of a game and think, "I could do *much* better than that?" Well, *Neverwinter Nights 2* is going to let you do exactly that – it comes will all the tools needed to create your own multiple-character, epic story-based role-playing game. Now let's see if you're still so sure, eh?

Of course, beating this bunch of developers will be a challenge. These are the peeps who wrote the wonderful stories in *Planescape: Torment and Knights of the Old Republic 2*. Using the latest (v3.5) rules from D&D boffins, Wizards of the Coast, and introducing over seven new sub-races to play, Obsidian are making *NWN2* bigger, better and much more involved.

As well as new classes – Warlock and Bard – and monster types, the most exciting element is the big, complicated, morally-driven story that you'll explore. And, the whole tale can be played in co-op mode with your friends over the net.

SPANNER TIME

The tool-kit for creating levels is *massively* improved, with squillions of tidily arranged menus, and a lovely painting-feel to creating lands. You can craft areas, place monsters and challenges, and even write scripts for NPCs. There's nothing to stop you creating the RPG you've always dreamed of, and then sharing it with the world. *NWN* has produced some of the best user-mods on the net. We think the deeper story and better tools will make *NWN2* steal its crown. GM

Need to know

What is it?

Dungeons, dragons, dice and design – the artist's roleplayer.

Facts

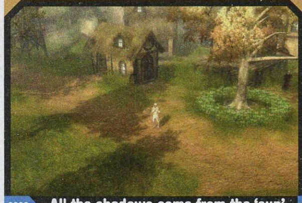
- **HUGE single-player story**
- **Create your own levels**

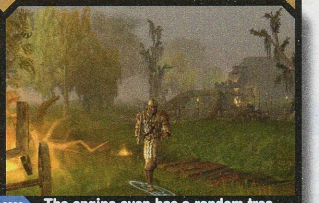
From the people who made...

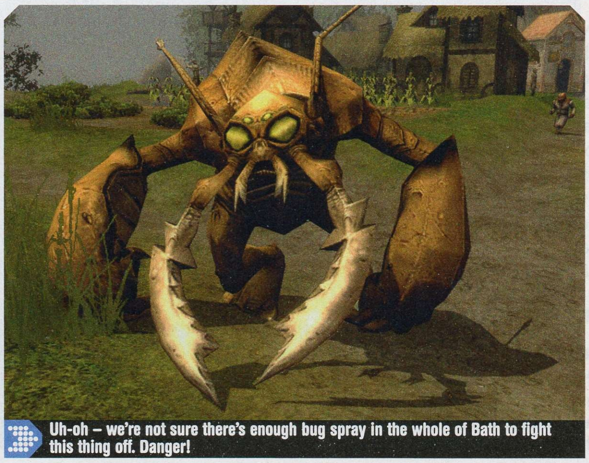
Planescape: Torment	
Knights of the Old Republic 2	**92%**

GENESIS

Gone are the tiles of *NWN1*, meaning that the whole world will look much more organic and alive. It also means you can create your own worlds much more freely, letting your flare fly unhindered.


All the shadows come from the 'sun', which you can put where you want.


The engine even has a random tree generator, so your foliage'll look fab.


Uh-oh – we're not sure there's enough bug spray in the whole of Bath to fight this thing off. Danger!

VERDICT

5 4 3 2 1

GM LOVES
- **+ Big, deep adventures**
- **+ Accessible modding tools**

GM HATES
- **- The conversations can get a bit slow. Just say it already!**

MOST WANTED METER

Playing an RPG in a co-op mode is very interesting, and this one's being made by the best in the business.

The Ultimate WRECKING Machine

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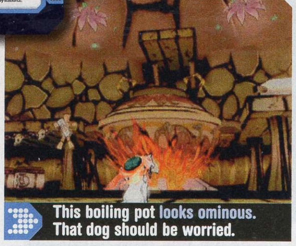
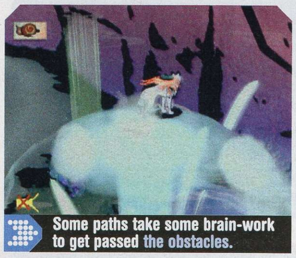
- OUT: NOW (JPN), SEPT (UK) • FORMAT: PS2 • PRICE: £39.99
- DEVELOPER: CLOVER STUDIO • PUBLISHER: CAPCOM • ONLINE: NO
- OTHER FORMATS: NONE • WEB: WWW.CAPCOM.COM • PLAYERS: 1

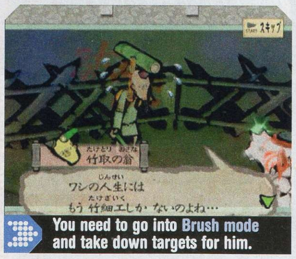
PS2 PlayStation.2

OKAMI

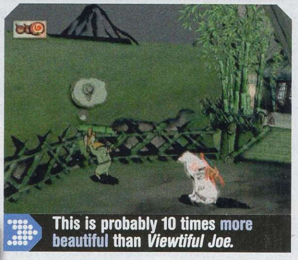
Meet the God of Warmth...


This boiling pot looks ominous. That dog should be worried.


Some paths take some brain-work to get passed the obstacles.



You need to go into Brush mode and take down targets for him.


This is probably 10 times more beautiful than *Viewtiful Joe.*

When you get to play god in a game, it's normally a remote-control role. Direct armies, sculpt landscapes and smite smelly non-believing peasants, via a mouse pointer shaped like a tiny hand. Capcom's *Okami,* however, stars a god with a more hands-on approach. Well, paws-on...

This is a beautiful action adventure game from the team behind the *Viewtiful Joe* series, and a completely original one at that. *Okami* stars a sun god that's taken on the form of a wolf in order to sort the world out. And, hey, did we mention how utterly stunning it looks? Your goal is to make the world a beautiful place to live, as well as peaceful one. We'd pray to that.

This is a game with *Zelda's* structure, and with the visual quality of a painting that's been brought to life using special Capcom magic. Think boss fights and exploration, but with some unique touches – the game world comes to life as you defeat the baddies that are stinking it up. The colour swooshes back into the environment in a gorgeous sequence of effects, and people start to populate the restored landscape.

We know of two of the enemies that Amaterasu (the sun god/wolf itself) has to tackle – Ama no Jyaku is a mind-reading demon that scans people's thoughts then upsets them by doing things they don't like, while Nue is an alcoholic troublemaker whose strength grows as she drinks more and more, drunken-style.

It's bursting with imagination, including one of the coolest things we've seen for a while, The Celestial Brush. With this, Amaterasu can 'draw' on-screen to defeat enemies, something you'll be doing by mimicking the required motions with the analogue stick. Excited? You'd better be, or we'll come round and staple a copy of *Final Fight: Streetwise* to your face.

Steve Bailey

Need to know

What is it?

Action adventure with more imagination than a 10-year-old's dreams.

Facts

- **Has a heavy Japanese flavour; forests of bamboo, spider-demons, cherry blossom trees...**
- **You can wield a paintbrush**

Rumour

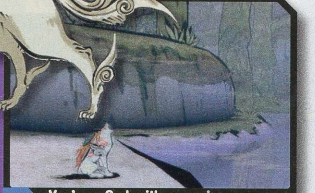
- **Mega-Man's dog a hidden character.**

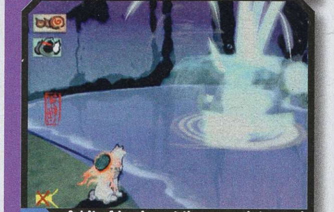
From the people who made...

Viewtiful Joe	90%
Viewtiful Joe 2	88%

BARKING

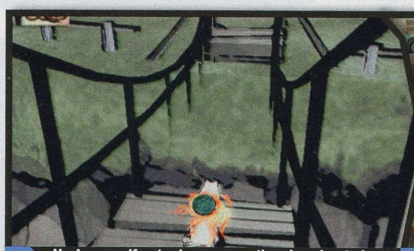
At the touch of a button, you can make Amaterasu howl or bark. We're not sure exactly of all the different uses for it, but it looks like howls and barks trigger different events, and enable you to interact with the other characters you encounter as you progress through the game.

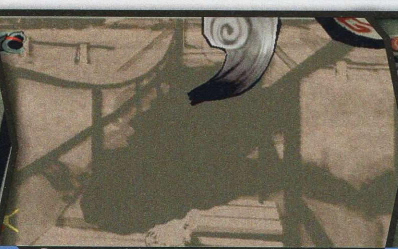

You're a God with a magic paintbrush so there's still hope.

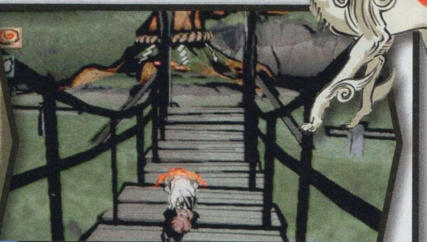

A bit of baying at the moon later and there's movement in the water.

BRUSH STROKES

You can press R1 at any point during the game to go into the Celestial Brush screen. Then, controlling the brush with the right analogue stick, you can daub the screen with ink. Let go of R1 and your brush strokes will be put into effect. Painting a line of ink across an enemy might slice them in half, drawing the sun on a mystical door will cause it to open, filling in the middle of a broken bridge will mend it and let you cross. There are lots of different ways it can be used and it all looks and works beautifully.

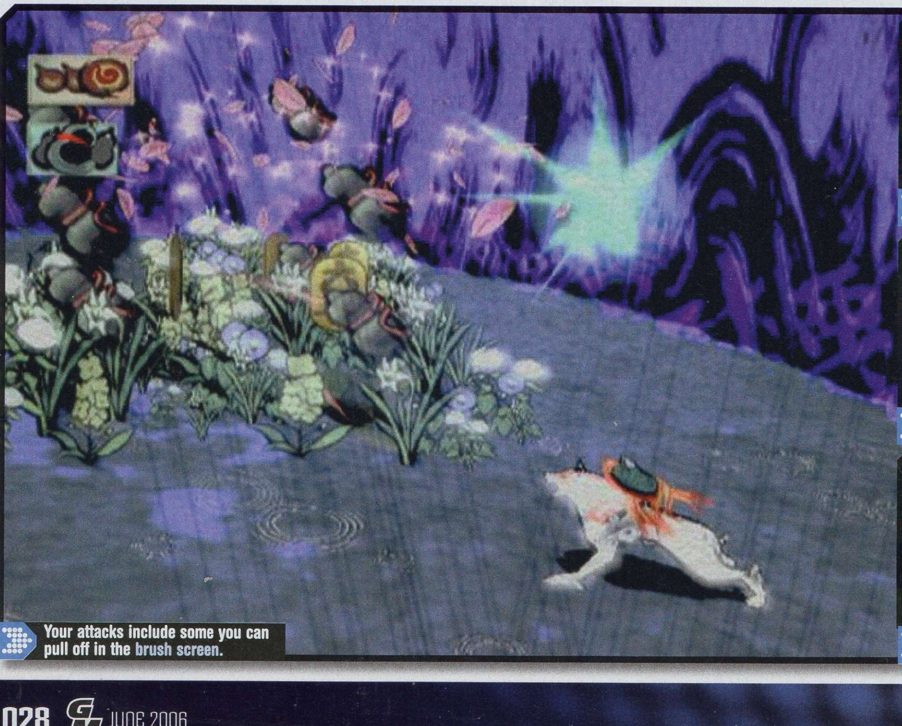

You're a wolf not a kangaroo – there's going to be no jumping over this gap unfortunately.

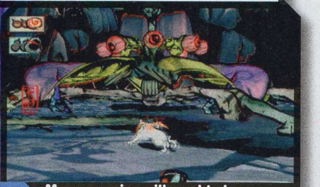

Press R1 and the screen takes on the look of parchment and lets you paint black ink over it.

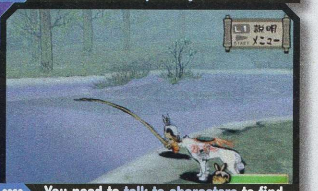

With the gap in the bridge painted in, you can then cross the bridge – perfect.

VERY STYLISH

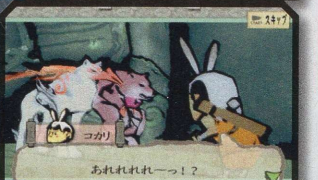
Okami is a sprawling adventure game and you'll meet lots of different characters on your way through it. Most beautifully, as you defeat enemies and restore peace to areas, flowers and glass spring up around you. In fact, they're growing constantly wherever you tread.


Your attacks include some you can pull off in the brush screen.


Many enemies will need to be defeated in unique ways.



You need to talk to characters to find out what's going on in the land.



Some characters will challenge you to complete mini-quests and tasks.

VERDICT

5 4 3 2 1

GM LOVES

- + Everything. Its startling looks, its funky ideas...
- + ...EVERYTHING. Did we say that loud enough?

GM HATES

- - What's taking so long, Capcom? We'd love to see this over here before the next-gen hype drowns it

MOST WANTED METER

After *Viewtiful Joe's* awesomely stylish ideas comes another hot prospect from Clover that bristles with imagination and vivid looks.

CAN'T WAIT?

MOST LIKE: ....Viewtiful Joe
BIGGEST RIVAL: ...Zelda: Twilight Princess
OUT SOONER: ....Dragon Quest

- **OUT:** 30 JUNE
- **FORMAT:** PS2
- **PRICE:** £29.99
- **DEVELOPER:** SUPERSONIC
- **PUBLISHER:** CODEMASTERS
- **ONLINE:** WWW.CODEMASTERS.COM
- **SPECIAL:** TWO PLAYERS PER CONTROLLER
- **OTHER FORMATS:** PSP, DS, PC
- **PLAYERS:** 1-4

MICRO MACHINES V4

Relatively small, but perfectly formed...

4 BY 2

Micro Machines caters brilliantly for a quartet of players, even on the same machine as far as PS2 is concerned. Just two pads are enough for four of you to do battle, with two sharing a pad like Siamese twins. That doesn't mean you have to play nicely, of course...

Tired of braving expansive, non-linear worlds? Has sprinting through *San Andreas*' countryside and *Oblivion*'s wilds got you out of puff and slighlty snoozy? Not to worry. Codemasters has the antidote: a tried and trusted small-scale racer that we've seen many times before, but are still happy to see return.

MASHED UP

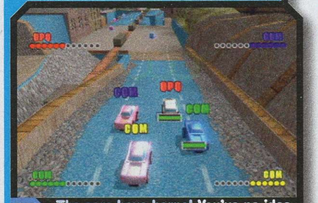
Unexpected as it may seem, its closest relative isn't the last *Micro Machines* game, but, rather, *Mashed* – Supersonic's excellently addictive party racer. And the format's pretty similar as well – driving dinky little vehicles around a wide variety of shrunken tracks that'll wind their way through a kitchen, across a pool table or around an unhygienic chicken coop.

NO MESSING

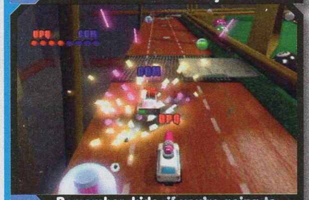
There's nothing controversial to report, really – there's been no great overhaul in terms of gameplay. It's whizzy, and it's loads of fun for four, plus there are now plenty of weapon pick-ups to add to the madness and it looks pretty clean and colourful next to the now somewhat grubby *Mashed*.

One of the better power-ups – in among the health refills, mines and nasty cattle-prod-style zappers – is a giant hammer. It sits on the top of your vehicle like an incredibly violent hat, with its sole purpose being to splat other players off the track for the ultimate humiliation. Racers who've been eliminated can 'throw' items on to the track to distract those still in the running, and if the battle goes on for too long without a clear winner emerging, the game introduces sudden-death scoring to bring it to an end.

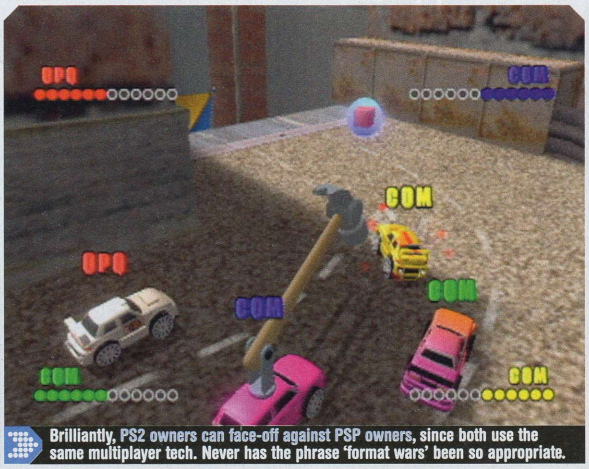
Another neat touch is the 'pink slip' option, which means that you can bet your car against an opponent's. The winner gets to walk away with a nice, new addition to their garage as a prize, while the loser leaves car-less. No pressure, like...



The cars have horns! You've no idea how much this can annoy others…



Remember, kids, if you're going to swear, then be creative…



Brilliantly, **PS2 owners can face-off against PSP owners**, since both use the same multiplayer tech. Never has the phrase 'format wars' been so appropriate.

Need to know

What is it?

Four-player racer starring teeny little vehicles with exaggerated handling.

Facts

- A handful of career modes
- Street racers, stock cars, 4x4s, beach buggies, lowriders, muscle cars...
- 750 vehicles, 50 tracks, 25 weapons

From the people who made...

Mashed: Fully Loaded.....................85%

VERDICT

GM LOVES

+ Nippy, simple and great fun with friends.
+ No gangsters! No customisable shoelaces!

GM HATES

- What no Xbox version?
- That we've already played *Mashed* to death, and back

MOST WANTED METER

It's hardly pushing any boundaries, but that's almost a relief. It'll be perfect for social PSP owners who just want some no-nonsense, colourful racing action.

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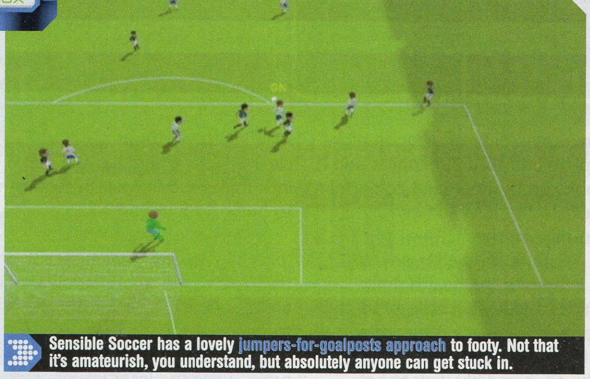
• OUT: JUNE **• FORMAT:** XB **• PRICE:** £29.99 **• DEVELOPER:** KUJU **• PUBLISHER:** CODEMASTERS **• SPECIAL:** EDIT PLAYER DETAILS **• OTHER FORMATS:** PS2/PC **• PLAYERS:** 1

XBOX


Sensible Soccer has a lovely jumpers-for-goalposts approach to footy. Not that it's amateurish, you understand, but absolutely anyone can get stuck in.

SENSIBLE SOCCER

Straightforward soccer shocker

It's not often you get to play a football game that doesn't try to out-*FIFA* *FIFA*. We've already had arcadey outings like *Sega Soccer Slam* and *Super Mario Strikers*, but there's no middle ground – you either go the whole world cup hog, or else have to settle for completely overblown fantasy football. Not any longer, though.

Sensible Soccer is a sim of the sport, true, but it's as uncluttered, flowing and responsive as *Virtua Tennis*, never bogging you down in unnecessary details or trying to use the wrong kind of subtlety. Kuju have decided to update the franchise with a cel-shaded style, and the camera is locked into a wide-open, top-down perspective that gives a great view of the pitch.

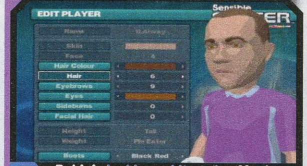
GAME ON

You want proof of its pick-up-and-dribble nature? Well, hey, *Sensi* even made instant (ho ho) sense to the least foamy-mouthed of *Pro Evo Soccer* zealots in the whole office, and proved to be great upfront fun – without any formal footy training required. Just how it'll be able to stand up in the long term, is for next month's full review to decide…

Steve Bailey GM

TEAM GM

Sensible Soccer lets you design your own team, as well as changing the names of every club, team and player in the game. Don't expect the fine-tuned facial surgery of *Top Spin* or *Tiger Woods*, mind – it's not too weighed down by the finer details.


EDIT PLAYER

Name

Skin

Face 4

Hair Colour

Hair 6

Eyebrows 9

Eyes

Sideburns 0

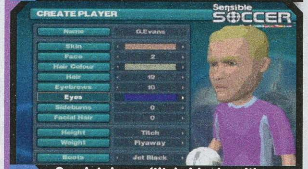
Facial Hair 0

Height Tall

Weight Pie Eater

Boots Black Red

Robin's looking a bit peaky. Maybe cos we made him a 'pie-eater'.


CREATE PLAYER

Name G.Evans

Skin

Face 2

Hair Colour

Hair 10

Eyebrows 10

Eyes

Sideburns 0

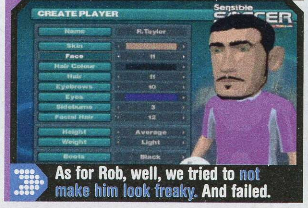
Facial Hair 0

Height Titch

Weight Flyaway

Boots Jet Black

Geraint has a 'titchy' body with 'flyaway' weight. Now that's realism.


CREATE PLAYER

Name R.Taylor

Skin

Face 11

Hair Colour

Hair 11

Eyebrows 10

Eyes

Sideburns 3

Facial Hair 12

Height Average

Weight Light

Boots Black

As for Rob, well, we tried to not make him look freaky. And failed.

Need to know

What is it?

Accessible footy that tries to capture the spirit of the age-old original.

Facts

- 350 clubs, and 5,500 players
- 45 matches that unlock new content
- Watch and edit replays of important match moments

From the people who made…

Battalion Wars……………………………90%

VERDICT

GM LOVES

+ Sharp and ultra-fast ball and player control.

+ Fat-headed footy stars that are entertaining.

GM HATES

- The name-entry system is a bit clunky, and could be better.

MOST WANTED METER

A satisfying middle ground between big name footy titles and the wilder arcade-style kickabouts, but wait and see if it can entertain throughout extra time.

• OUT: 30TH JUNE **• FORMAT:** PS2 **• PRICE:** £35.00 **• DEVELOPER:** TERMINAL REALITY **• PUBLISHER:** MIDWAY **• ONLINE:** NO **• SPECIAL:** NONE **• OTHER FORMATS:** XBOX **• WEB:** WWW.THESPYHUNTER.COM **• PLAYERS:** 1

PS2 PlayStation 2

XBOX

SPYHUNTER NOWHERE TO RUN

Plenty of places to drive, though.

WHAT A CAR-RY ON

Licensed cars? Customisation? Braking for corners? Not in this game…

Helicopters are the bane of Alex Decker's life. Rockets at the ready.

Explosions, shiny chassis, wet-'n-wild water effects: it's a beaut.

One of the easiest ways to ruin your shiny spy motor – with an explosion.

On a list of games likely to appear on the big screen, we would have put *Spy Hunter* somewhere below *Pong* and *Minesweeper*. Yet here it comes: directed by John Woo, starring The Rock, and with its very own tie-in game from the team behind *BloodRayne*.

Half of *Nowhere To Run* is your typical *Spy Hunter* petrol-chase: high-speed rides in The Interceptor, rockets and machineguns on board, and the ability to morph into a speedboat or motorcycle via some smart Transformer-style animation. The other half is a first for the series: on-foot action. Clamber out of the car to give NOSTRA Corp lackeys what for, and use an over-the-shoulder *Resi 4* perspective for third-person gunwork.

A FUN RUN

Normally we'd question the wisdom of bolting third-person bits onto a driving game. But *Nowhere to Run* is fun and funny on foot – because you're not *really* Alex Decker, you're The Rock. Throwing enemies over your head into a fishtank; taking a guard over your knee to snap his spine in half; punching someone so hard that half the blood stored in their head comes out… they might as well have called it *Spy Wrestler* and be done with it.

Longtime *Spy Hunter* fans raising a quizzical Rock-style eyebrow at all this needn't worry. *Nowhere to Run* is consciously plugging into its retro roots. There'll be narrower roads for more vehicle-to-vehicle jostling, the ability to ram rivals sideways, and razor-sharp tyre-spikes just like on the evil red cars of yore. And oilslicks and smokescreens are in your kitbag as always – complete with an interesting slo-mo targeting system. Plus: Dwayne Johnson's face looks unnervingly authentic. Tiny, *tiny* eyes, that fella.

Mark Green GM

Is that guard's scared? You can smell what he's cooking from here.

Collapsing scenery promises to make every ride a hary experience.

Need to know

What is it?

Gaming's coolest spy car rolls out again, for a movie spin-off

Facts

- Car, motorcycle and speedboat
- Rockets, shotguns and fists
- Melee moves include body slam, head butt and "spinning back fist"

From the people who made…

BloodRayne ……………………………60%

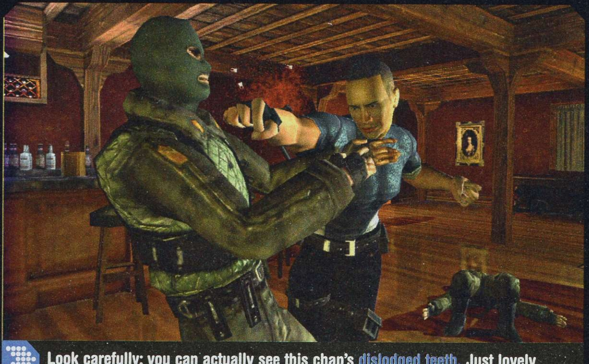
ROCKY

As well as having a laughably shiny blue top, Alex Decker also has more moves than Pickfords. We've seen enemies thrown into fires, elbowed in the face, and kicked until they were broken. How well this will all work in third-person is the question – the gun-based bits should be fine with *Resi 4* perspective, but beating a roomful of goons needs more than your average third-person camera, and a decent lock-on.

The Rock misunderstands the phrase 'sleeps with the fishes'.

Now he's just showing off. Wouldn't a straight punch be quicker?

There's even some *MGS*-style sneakery. It ain't what it used to be.


Look carefully: you can actually see this chap's dislodged teeth. Just lovely.

VERDICT

GM LOVES

+ Screen-judderingly cinematic explosions.

+ The wrestling moves…

GM HATES

- … even if they're a *little* out-of-place

- Linear waterway sections

MOST WANTED METER

Driving game with added on-foot bits? Brave move, after the *Driver* debacle. But with The Rock's tongue firmly rammed in his cheek, this might just work.

• OUT: 1ST JULY **• FORMAT:** PS2 **• PRICE:** £39.99 **• DEVELOPER:** TRAVELLER'S TALES
• PUBLISHER: EIDOS **• ONLINE:** NO **• SPECIAL:** NONE **• OTHER FORMATS:** XB, GC, PC, GBA, DS, PSP
• WEB: WWW.LUCASARTS.COM/GAMES/LEGOSTARWARSII **• PLAYERS:** 1-2

Need to know

What is it?

***Episodes 4, 5* and *6* recreated in their entirety using pixelated versions of a Danish construction toy. The galaxy's in pieces: only you can rebuild it.**

Facts

- **All the famous film bits: Jabba's Palace, the Death Star assault, Mos Eisley Cantina, and more**
- **More than 50 *Star Wars* characters – plus all 56 from the first title if you've got a save game**
- **Collect gold, silver and blue studs and LEGO cannisters to unlock extras**

Rumour

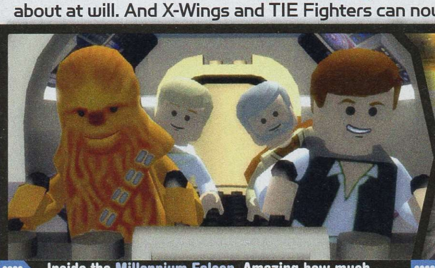
- **Han might shoot Greedo first again...**

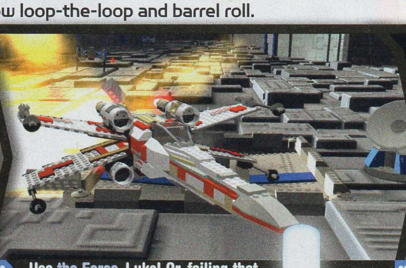
From the people who made...

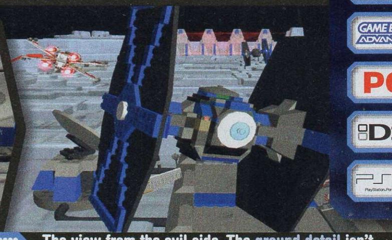
LEGO Star Wars	80%
The Chronicles of Narnia	73%

YOU CAME IN THAT?

The vehicles have been completely overhauled since the first *LEGO Star Wars*. This means that ships are no longer glued to a predetermined path: whether you're playing the Death Star trench run or the Endor speedbike race, you'll have the freedom to pootle about at will. And X-Wings and TIE Fighters can now loop-the-loop and barrel roll.


Inside the Millennium Falcon. Amazing how much expression you can get out of plastic eyebrows, eh?


Use the Force, Luke! Or, failing that, just scarper away from Darth.


The view from the evil side. The ground detail isn't amazing, but we can live with that.

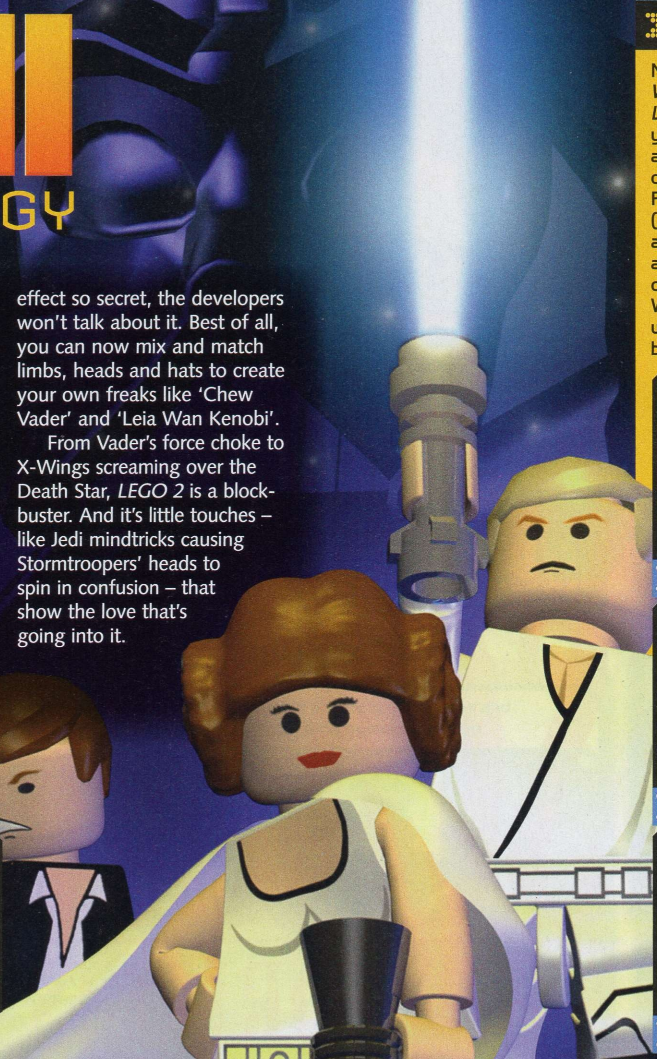
LEGO STAR WARS II
THE ORIGINAL TRILOGY
It's not far, far away anymore...

We'd kick off this preview with the opening bars of John Williams' *Star Wars* theme, if only we could make it work in words. Because *LEGO Stars Wars 2* is almost here, and it deserves a big blast of stirring orchestral magic. It's going to be *brilliant*.

We've escaped the excitement vacuum of *1*, *2* and *3* – now we're dogfighting over Hoth, taking on the Tusken Raiders on Tatooine, and popping in to see our old mate Sarlacc. As in the first game, mini plastic men miming your favourite *Star Wars* moments is hilarious (just wait until you see LEGO Han Solo giving LEGO Princess Leia a seductive wink).

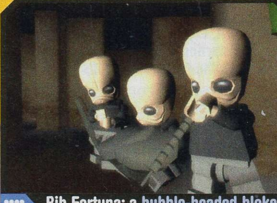
At heart, *LEGO Star Wars* remains a game for kids – so it's as gentle on players as a Wookiee's chest hair. But grown-ups can busy themselves with a huge range of secrets and bonuses. Access new areas by rustling up a set of stairs from a strewn pile of LEGO, dress up as a Stormtrooper to stroll into hidden areas, or track down the new Power Bricks that have an effect so secret, the developers won't talk about it. Best of all, you can now mix and match limbs, heads and hats to create your own freaks like 'Chew Vader' and 'Leia Wan Kenobi'.

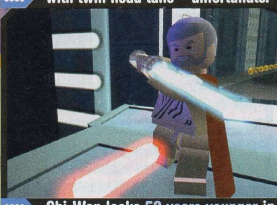
From Vader's force choke to X-Wings screaming over the Death Star, *LEGO 2* is a block-buster. And it's little touches – like Jedi mindtricks causing Stormtroopers' heads to spin in confusion – that show the love that's going into it.

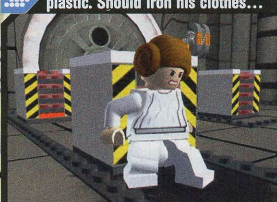


THE CAST

Name a character from *Star Wars* 4, 5 or 6, and it's likely *LEGO Star Wars 2* can show you them in right-angled fall-apart plastic form. Even obscure bit-players like Bib Fortuna and Salacious Crumb (Jabba's twisted lever-lackey) are in there. Of course, there are just three Jedi in the original trilogy – Luke Obi-Wan and Yoda – so blaster-wielding heroes play a much bigger part this time.

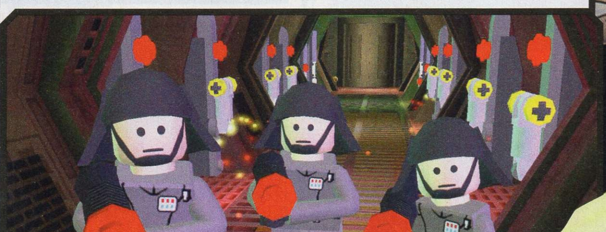

Bib Fortuna: a bubble-headed bloke with twin head tails – unfortunate.

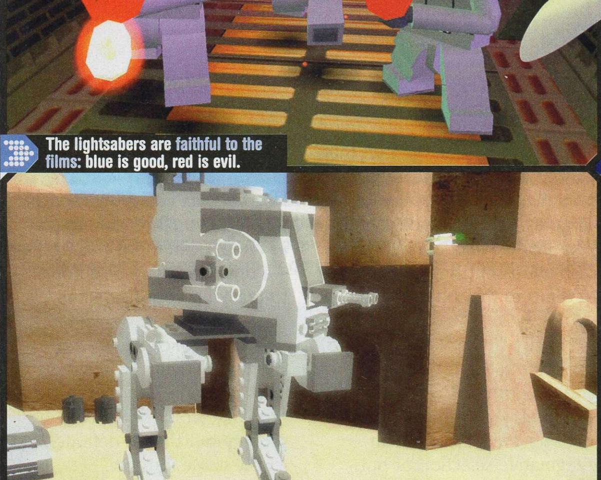

Obi-Wan looks 50 years younger in plastic. Should iron his clothes...

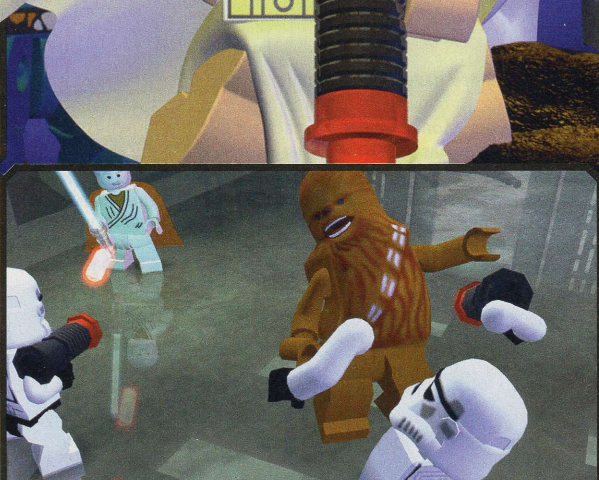

The hair, we can deal with. The painted-on lipstick? It's very wrong.

LIGHTS ALIVE!

There are some brilliantly subtle lighting effects at play that give *LEGO Star Wars* a look all its own. Who needs realism?


The lightsabers are faithful to the films: blue is good, red is evil.


The balmy glare of Tatooine's twin suns means even ATSTs feel hot.


You thought Han Solo was joking about Wookiees tearing arms off?

VERDICT

5 4 3 2 1

GM LOVES

+ Sticking Yoda's head on Chewie's body
+ Seeing who'd win a Han vs Darth scrap

GM HATES

- Still aimed at kids, so not too challenging
- Greedily, we want *more* playable characters.

MOST WANTED METER

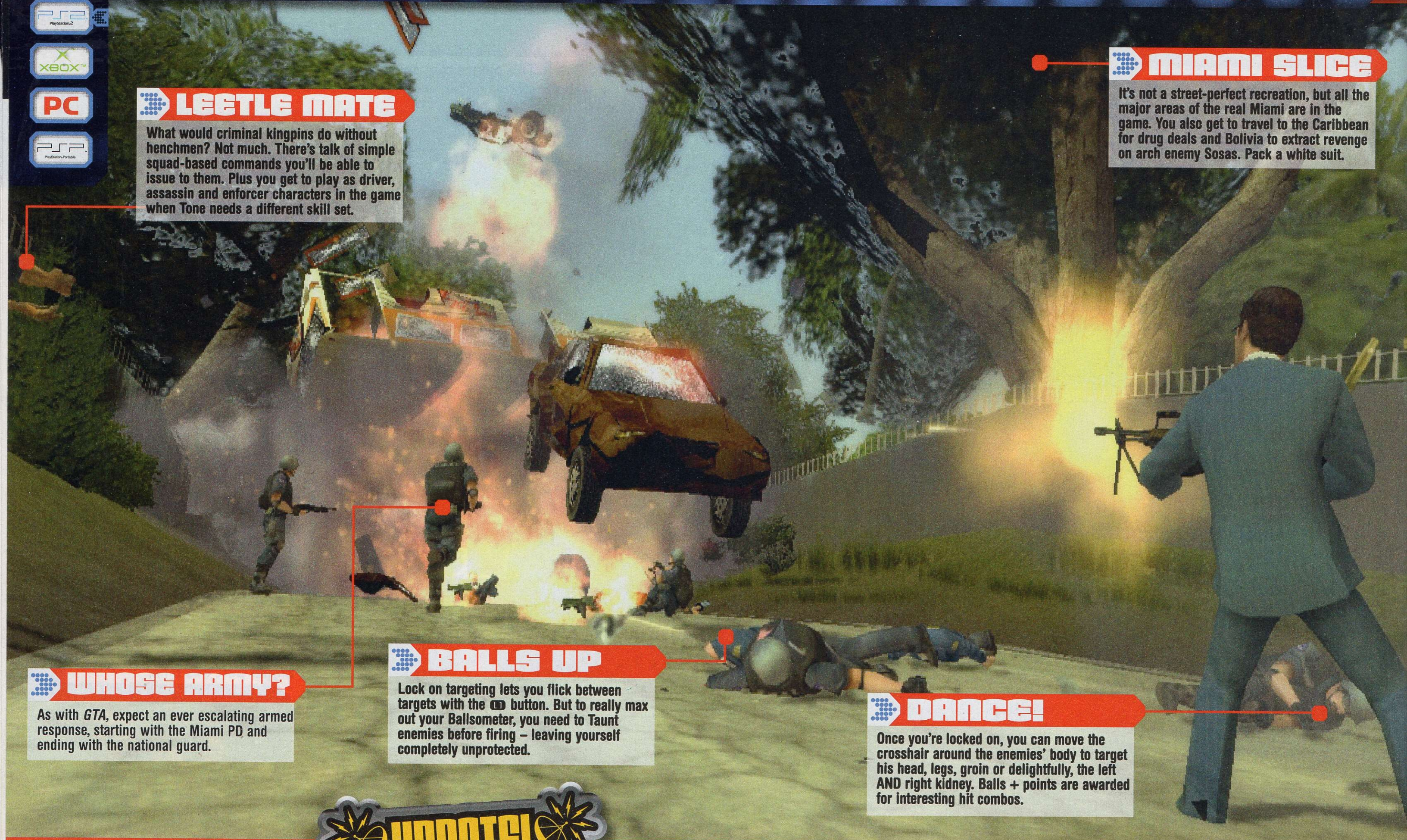
Building the magic back into *Star Wars*, one brick at a time. This looks like fixing all the first game's niggles. The galaxy far, far away is in safe hands.

CAN'T WAIT?

MOST LIKE: ....LEGO Star Wars
BIGGEST RIVAL: ....Star Wars ....Battlefront 2
OUT SOONER: ...Ape Escape Mega

- **OUT:** AUTUMN
- **FORMAT:** PS2, XB
- **PRICE:** £39.99
- **DEVELOPER:** RADICAL ENTERTAINMENT
- **PUBLISHER:** VIVENDI UNIVERSAL GAMES
- **ONLINE:** TBC
- **OTHER FORMATS:** PC, PSP
- **WEB:** WWW.SCARFACEGAME.COM
- **PLAYERS:** 1

PS2
XBOX
PC
PSP



LEETLE MATE

What would criminal kingpins do without henchmen? Not much. There's talk of simple squad-based commands you'll be able to issue to them. Plus you get to play as driver, assassin and enforcer characters in the game when Tone needs a different skill set.

MIAMI SLICE

It's not a street-perfect recreation, but all the major areas of the real Miami are in the game. You also get to travel to the Caribbean for drug deals and Bolivia to extract revenge on arch enemy Sosas. Pack a white suit.

WHOSE ARMY?

As with *GTA*, expect an ever escalating armed response, starting with the Miami PD and ending with the national guard.

BALLS UP

Lock on targeting lets you flick between targets with the L1 button. But to really max out your Ballsometer, you need to Taunt enemies before firing – leaving yourself completely unprotected.

DANCE!

Once you're locked on, you can move the crosshair around the enemies' body to target his head, legs, groin or delightfully, the left AND right kidney. Balls + points are awarded for interesting hit combos.

UPDATE!

WE GET THE FIRST HANDS-ON SINCE E3 2005

SCARFACE

THE WORLD IS YOURS

More balls than that bouncy Sony TV ad...

Need to know

What is it?

Free roaming crime spree based on the film that partly inspired *GTA's Vice*

Facts

- Play as Tony Montana – voiced by a Pacino-approved soundalike!
- Shoot, drive and intimidate your way to controlling Miami's four turfs.

Rumour

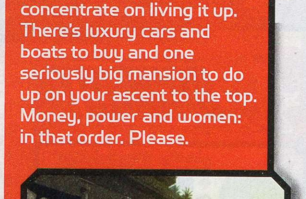
- There will be planes and choppers

From the people who made...

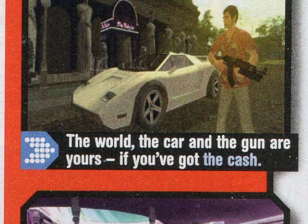
Incredible Hulk: Destruction	82%
The Simpsons Hit and Run	76%

80s XS

With heaps of drug money flooding in, Tony can concentrate on living it up. There's luxury cars and boats to buy and one seriously big mansion to do up on your ascent to the top. Money, power and women: in that order. Please.



The world, the car and the gun are yours – if you've got the cash.



And when you've got the money along come the women.

Lots of games have balls. Footballs. Katamari balls. Even Super Monkey balls. But ***Scarface*** **has to be the ballsiest yet.**

It's not just the reckless amount of swearing, extreme violence and realistic drug dealing you find everywhere in this free roaming take on the classic 80s gangster film that gives *Scarface* its (to use the Spanish) cahones, though. Nope, the developers have actually implemented a "Balls" meter.

To really succeed as Tony 'Flipping' Montana (nickname toned down in case our Mum is reading) you don't just need to machine gun down gangsters on the streets of Miami, or in the mansion shoot-out that was the end of the film and is now the start of the game.

TONE DEATH

Well, actually you do. But by pressing ◎ to taunt them and their mothers first you'll max out that meter. Similarly, breaking out of the lock-on shooting to target as many individual body parts as possible will, er, fill your balls and trigger a one-shot-kill Blind Rage mode, essential for taking out Tone's many enemies.

Balls to one side (oof), there's no attempt to hide the fact that your building a drugs empire here. Starting turf wars with rival kingpins, smuggling cocaine to your dealers and laundering the cash are essential if you're going to climb to the top and make your mansion look really tacky.

You're free to cruise some of the most detailed, best populated streets we've seen on the current-gen consoles. Abusing the locals with an imaginative selection of put downs too rude to type here is fun, particularly given the spot-on Pacino-approved voice. Tony's moral code won't allow him to kill innocent characters. However, as you grow more powerful you'll be able to play as hired, even more violent, help – a driver, assassin or enforcer – to really up your respect levels.

Scarface looks like a much smarter film licence all round than at its last showing at E3 a year ago. *GTA's* Tommy Vercetti probably won't need to up his security but there's definitely a new name in town.

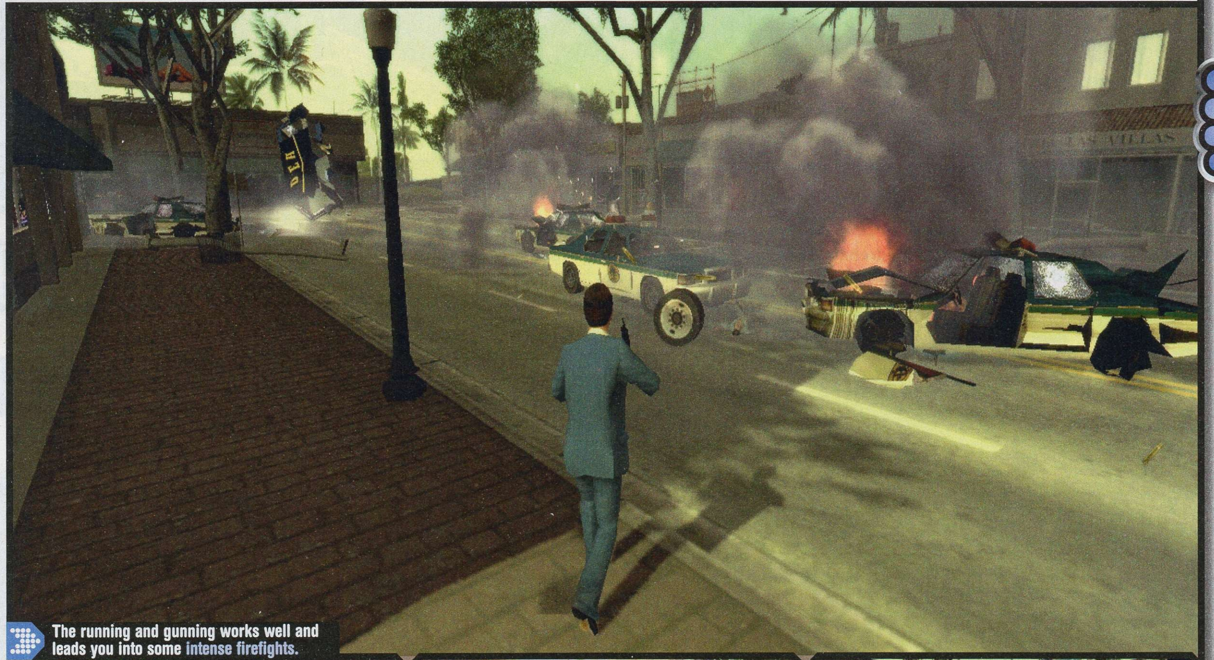
Take out rival gangs who control prime drug smuggling turf.

Boat-based missions are promised but planes are To Be Confirmed.

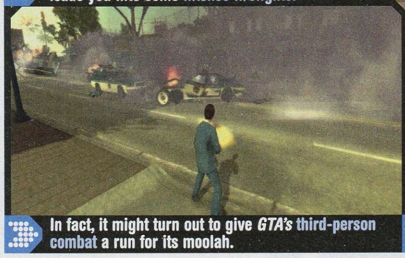
"STARTING TURF WARS IS ESSENTIAL IF YOU'RE GOING TO MAKE YOUR MANSION LOOK TACKY"

MIAMI VICE? NOT NICE

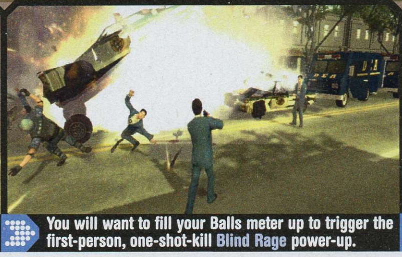
Attract too much heat with the old crime stuff and the cops come after you. If you can drive out of the circular zone that appears on the on screen mini-map, you can shake them off. Or there's a "Fast Talk" button press timing mini-game that will get you out of more routine encounters. Once the fuzz arrive in numbers, though, shooting your way out with a big gun is the fun option.



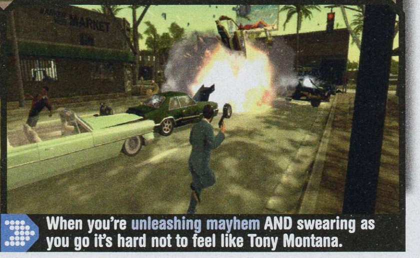
The running and gunning works well and leads you into some intense firefights.



In fact, it might turn out to give *GTA's* third-person combat a run for its moolah.



You will want to fill your Balls meter up to trigger the first-person, one-shot-kill Blind Rage power-up.

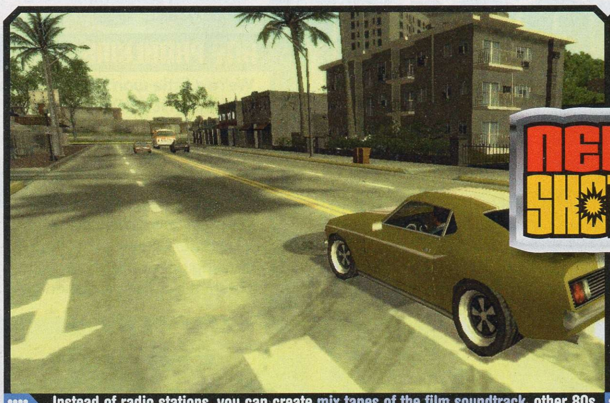


When you're unleashing mayhem AND swearing as you go it's hard not to feel like Tony Montana.

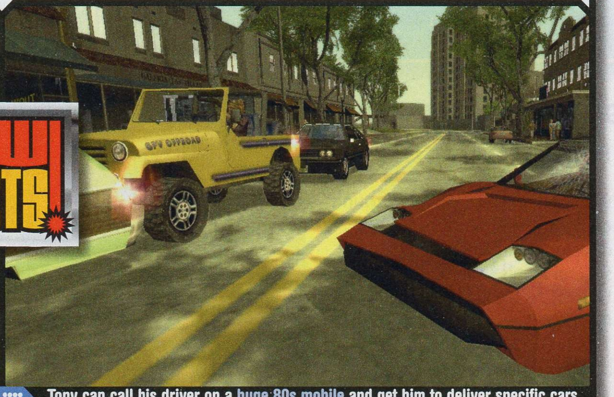
CARFACE (SORRY)

When you're not walking around abusing locals (who respond with eight different put-downs) you can get in a variety of vehicles and run them over. There's a *GTA*-sized selection of vehicles and hidden jumps –you can boost your Balls meter with powerslides, too.

NEW SHOTS!



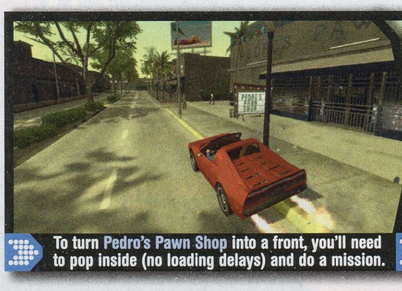
Instead of radio stations, you can create mix tapes of the film soundtrack, other 80s classics as well as contemporary hip hop from rappers 'inspired' by *Scarface*.



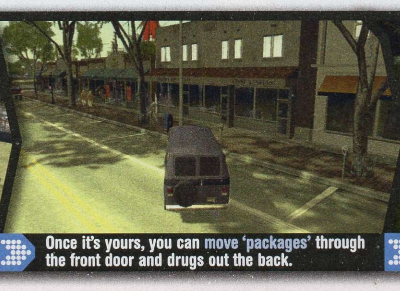
Tony can call his driver on a huge 80s mobile and get him to deliver specific cars to him. Or you can steal them. The more respect you command, the easier it is.

FRONTS AS FALSE AS JORDAN'S

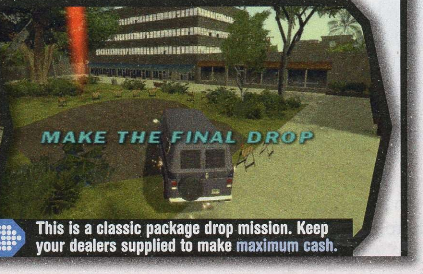
After surviving the mansion shoot-out that was at the end of the movie, Tony needs to rebuild his empire by getting a respectable front for his business. Complete a mission for the owner and you can use it to deal cocaine. By buying drugs from a supplier you can then distribute it to your dealers and start making some cash. You use an intimidation meter during drug deals. Working like the classic golf swing gauge, if you mistime your presses you either go too soft and get a bad price, or over intimidate and start a fight. Rival gangs try to muscle in too. The cads.



To turn Pedro's Pawn Shop into a front, you'll need to pop inside (no loading delays) and do a mission.



Once it's yours, you can move 'packages' through the front door and drugs out the back.



This is a classic package drop mission. Keep your dealers supplied to make maximum cash.

PREVIEWER: Robin

HANDS ON VERDICT

SCARFACE
THE WORLD IS YOURS

HOW FINISHED? 75%

CONTROLS

⊗ – Sprint
⊡ – Reload
◎ – Talk
△ – Action
L1 – Fire
L2 – Lock on
Right analogue stick – camera
Left analogue stick – Move

WE PLAYED IT...

Not in Miami. But the Spanish Montana branded hotel was undeniably pleasant.

WHAT WE PLAYED

☑ Mansion shootout
☑ Pedro's Pawn Shop
☑ Supplier Deal mission

HOW DOES IT PLAY?

Tony Montana has really got his stuff together since last E3. Miami looks great, superior to San Andreas in fact, and driving around finding jumps and avoiding police was fun. It doesn't take itself too seriously – you will laugh at the outrageous carnage.

ANY PROBLEMS?

Overuse of the Ballsometer and golf-style drug deal gauge could sap the edgyness from the original licence.

BEST BIT SO FAR

Swearing while you're shooting is hard to top even if it's so filthy we can't repeat any of it here. Or anywhere.

VERDICT

5 4 3 2 1

GM LOVES

- + How solid the city looks and feels
- + The swearing

GM HATES

- – Getting away from the law isn't exciting
- – Too many meters and gauges

MOST WANTED METER

As the current-gen consoles wind down, this could be just the super sweary piece of free-roaming action we're after come November

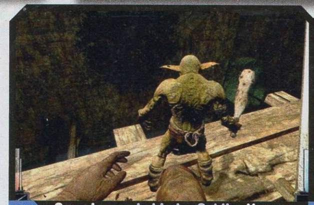
CAN'T WAIT?

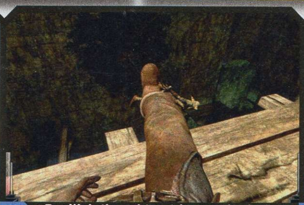
MOST LIKE: ....GTA Vice City
BIGGEST RIVAL: ....GTA Liberty ....City Stories on PSP
OUT SOONER: ...Saints Row X360

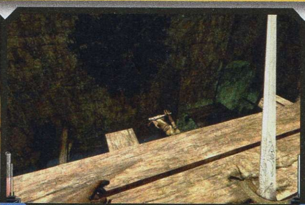
- **OUT:** SEPT
- **FORMAT:** PC
- **PRICE:** £34.99
- **DEVELOPER:** ARKANE
- **PUBLISHER:** UBISOFT
- **ONLINE:** MULTI-PLAYER
- **OTHER FORMATS:** TBC
- **WEB:** HTTP://WWW.MIGHTANDMAGIC.COM/UK/DARKMESSIAH/TEASER/
- **PLAYERS:** 1-32

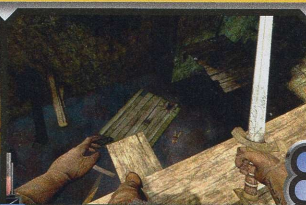
KICK START

The physics is highly integrated into the world, not just in knocking over objects, but in your interactions with the enemy. At high levels, abilities like Telekinesis can lift opponents.


Creeping up behind a Goblin. Has a devilish thought crossed your mind?

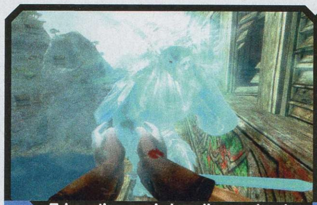

Devilish thought put into action! The little green fella goes flying...

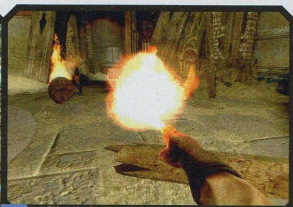

This is now science, the experiment being "Can goblins fly?".

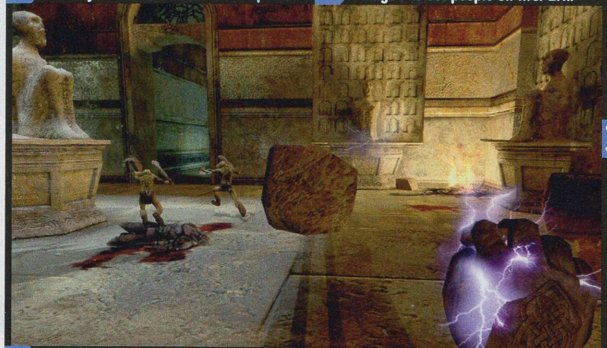

Definitely not. Best repeat the experiment a few times, though.

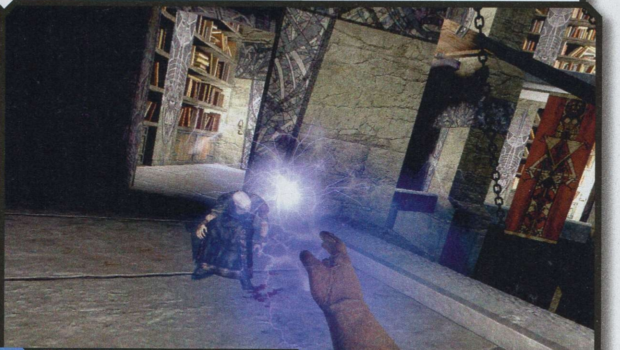
MAGIC TOUCH

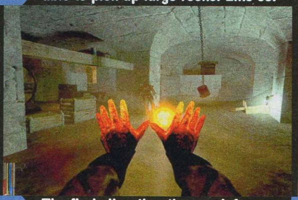
Magic presents the best special effects in the game. Once you max up your adrenaline levels you're able to cast the fatality versions of these abilities. So while the shrinking powers let you reduce an opponent's size, in the fatality mode they'd go to inch-high people.

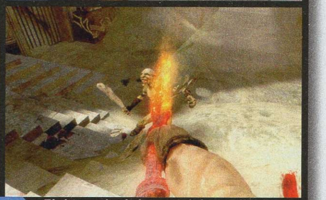

Take action-movie hero lines and make them your own with the freeze spell.


The inferno level power allows mage's to set people on fire. Erk.


Electricity bolts are an alternative to fire for crackling sound effects.


Telekinesis is a giggle, with you being able to pick up large rocks. Like so.


The fireball, rather than an inferno, is a work-horse of the mage.


Fighters don't have magic spells, but they do carry around strange weapons.

DARK MESSIAH OF MIGHT AND MAGIC

He's not the messiah. He's a very, very, very naughty boy...

There comes a time to every man when he must pick up his sword and go slay. Because orcs and goblins won't kill themselves, will they? So get chopping.

For chopping you're free to insert "frazzling them with fireballs", as this is one of the games where you're able to customise your approach extensively. You get experience points by playing, and then work your way up the skill trees to unlock new abilities.

Essentially, while originally working on a sequel to their underground hit of underground exploring, *Arx Fatalis 2*, developer Arkane has advanced several levels by teaming up with Ubisoft to bring their expertise to the *Might and Magic* universe. This is the result: A fast paced action game with a brain.

Multi-player is a whole different barrel of mermaids, being taken care of by Kuju (who'll know from Firewarrior), which puts undead and humans against each other. Choose from five-fantasy-classes, gain experience and push back and forth across five-connect maps until someone claims the fortress. Like the mother game, it sounds grounded enough in previous games to be work, but imaginative enough to entertain.

If you're thinking that the RPGs spend too much time lingering on Conan going shopping for a better sword and too little time actually being a hero, this one may be quest you've been looking for. GM

Need to know

What is it?

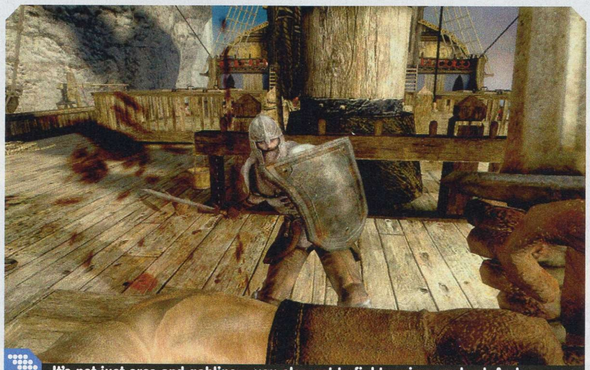
All-action fantasy-adventure set in the *Might and Magic* universe.

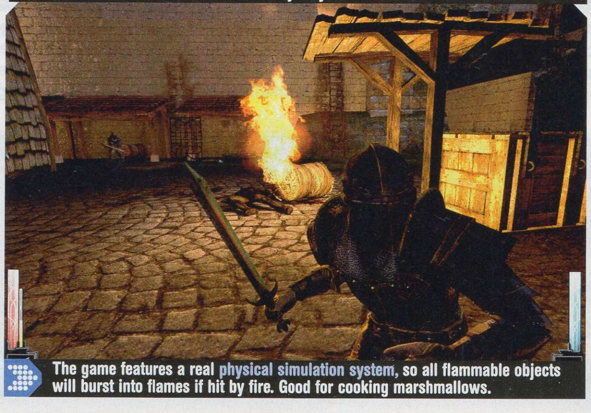
Facts

- **It follows *Vampire: Bloodlines* as a game constructed using Valve's Source engine, as seen in *Half-Life 2*.**
- **Multiple routes are possible through the game**

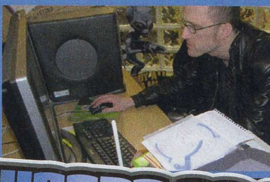
From the people who made...

Arx Fatalis.......................................N/A


It's not just orcs and goblins – you also get to fight various undead. And, as shown here, men with beards. If only they'd trimmed them before battle.


The game features a real physical simulation system, so all flammable objects will burst into flames if hit by fire. Good for cooking marshmallows.

PREVIEWER: Kieron



HANDS ON VERDICT

DARK MESSIAH OF MIGHT AND MAGIC

HOW FINISHED? 80%

CONTROLS

WSAD - move around
Mouse - look around
Left mouse button - hit things
Right mouse button - stop things hitting you
Space - jump over things
Scroll Lock - nothing

WE PLAYED IT AT...

Arkane's headquarters which are in Lyon, France

WHAT WE PLAYED

☑ Bits with tunnels
☑ Bits in towns
☑ Ancient fortresses of evil
☑ Multi-player

HOW DOES IT PLAY?

Pretty well, actually. The combat system is simple enough to start with, but expands fast and furiously. In addition to the chaos, there's also a level of thoughtfulness to it, with the levels seeming to reward exploration. Looking good so far...

ANY PROBLEMS?

We're a little worried that while they claim it's 80% done, it doesn't quite look as if it's that level of completion.

BEST BIT SO FAR

When a ceiling falls down and a beastie smashes through, chasing you, only to be crushed beneath a closed gate.

VERDICT

5 4 3 2 1

GM LOVES

+ The three classes and multiple paths with each
+ How the enemy try and use the environment too

GM HATES

- In multi-player the one girl character is the healer-class, she may as well do the washing up

MOST WANTED METER

That no-one's done a fantasy-action game for over a decade is shocking, and we're hoping this manages to remind us all what we're missing.

CAN'T WAIT?

MOST LIKE: ...Elder Scrolls: Oblivion
OUT SOONER: ...As Above

"You'll laugh. You'll cry. You'll barf."

★★★★ LOADED

RYAN REYNOLDS ANNA FARIS JUSTIN LONG

Waiting

From the producer of American Pie

15 CONTAINS STRONG LANGUAGE AND SEX REFERENCES

A comedy of massive portions

eat CINEMA | ON SKY 199 LGF [NYSE: LGF] DOLBY EDEN ROCK MEDIA www.momentumpictures.co.uk/waiting momentum PICTURES

GET YOUR TIPS OUT IN CINEMAS MAY 19

• OUT: SUMMER • FORMAT: PSP • PRICE: £29.99
• DEVELOPER: CAPCOM • PUBLISHER: CAPCOM • ONLINE: NO
• OTHER FORMATS: NONE • WEB: WWW.CAPCOM.COM • PLAYERS: 1

ULTIMATE GHOSTS N GOBLINS

King Arthur's back for more spooky swordplay...

BOSS FIGHTS

The end of each section of *Ultimate Ghosts N Goblins* has you battling ever harder bosses, from dragons to witches. Some are massive and all require different tactics to get past.

Luckily there's no more returning to the start of a level if you die in this version of the game, and extra lives means you'll re-spawn where you died. But we'll still be playing it on 'easy' for now.

King Arthur is tougher than ever – he can now fire in all directions.

Getting the power up that lets you glide makes boss battles easier.

Fans of Capcom's *Ghosts 'N' Goblins* series should be excited – very excited indeed. Because the game is returning on the PSP, with some changes that should make it addictive for new and old players alike.

The side-scrolling action classic was instantly recognisable as *Ghosts 'N' Goblins* when we had our first hands on go this month. Playing as King Arthur, your goal is pretty much to survive each level, which is packed to hilt with spooky stuff out to get you. Visually, it looks lovely on the PSP with its blend of 2D and 3D and some great character animation.

Anyone who's having nightmare flashbacks already though about how notoriously hard the games before it have been can take comfort from the fact this one's been made much less frustrating.

Dying no longer returns you to the start of the level – now you've got extra lives, so you start again from exactly where you died.

Other changes include King Arthur's new abilities – he can fire lances and swords at enemies above and below him as well as ones on the same level. He can also dash when you double-tap the D-pad. There's an inventory screen to let you take stock of your collected shields and magic spells. Levels aren't completely linear anymore – there are more secrets and multiple paths through each one.

It's got dragons, ghouls and plenty of comedy and there's loads to find and do. Due out sometime in the summer, we can't wait to get re-acquainted with this ghost. **GM**

Need to know

What is it?

A pretty side-scrolling action adventure starring knight King Arthur.

Facts

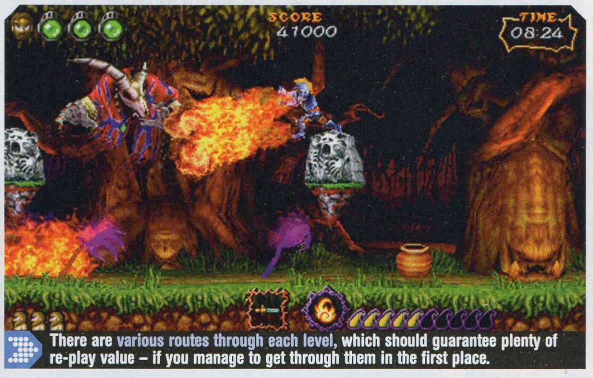
- **Use collected shields and spells against the enemies**
- **A new levelling up system lets you improve King Arthur's attacks**

From the people who made...

Viewtiful Joe: Double Trouble 80%

You can't take your time in this game – the timer's always ticking.

You need eyes in the back of your head to fend off all these enemies.



There are various routes through each level, which should guarantee plenty of re-play value – if you manage to get through them in the first place.

VERDICT

GM LOVES

+ Better platforming abilities – now you can double-jump and grab hold of ledges

GM HATES

- Knowing we'll have to play on 'easy' to get through it first time around

MOST WANTED METER

All set to be one of the best action platformers the PSP has got, it's a welcome return for *Ghosts 'N' Goblins* on a platform that suits it perfectly.

• OUT: JAN 2007 • FORMAT: XB 360 • PRICE: £49.99 • DEVELOPER: CAPCOM • PUBLISHER: CAPCOM
• ONLINE: MULTI-PLAYER • OTHER FORMAT: NONE • WEB: WWW.CAPCOM.COM • PLAYERS: 1-4 (1-32 ONLINE)

LOST PLANET

Hands on with Capcom's epic sci-fi shooter...

In our considerable experience, snow is a lot of fun. You can throw it at people, slide around on it; take your pick.

In *Lost Planet,* though, the snowy landscapes are really a lot more uninviting than a Swiss ski-slope. Mainly because they're located on a hostile alien planet and swarming with vicious insectoids which vary in size from small and deadly to absolutely gigantic and also deadly. Not so fun.

Lost Planet is a third-person sci-fi shooter in which you play a mysterious human character suffering from amnesia. Your goal is to take down these alien attackers – known as the Akrid – before they take you down.

Luckily, you're a dab hand with a whole assortment of guns, giant mechs and a grappling hook among other things. Which is just as well seeing as some of the enemies you meet are about five hundred times bigger than you are.

Currently looking very next-generation indeed, *Lost Planet's* combat feels a lot like *Halo's* does – that is, very good and very satisfying.

As you trudge through beautiful deep snow, the radar in the top right of the screen alerts you to any enemies nearby in the form of red dots. When you do encounter foes, battles break out sporadically, usually requiring you to track down the source of the aliens to stop them re-spawning and killing you.

Best of all, you'll find a variety of mechs throughout the game, each with unique uses. And they're mix and match thanks to the fact you can slot new weaponry into them as you find it.

SNOW GOOD

With 32 players confirmed for online play and a host of modes planned for it, *Lost Planet* is shaping up well. Until *Halo 3* materialises, it's certainly one of our most wanted. **GM**

Need to know

What is it?

***Lost Planet* has you trudging around an icy alien planet hunting aliens.**

Facts

- **Lots of different vehicles help you get around the mountainous terrain as well as plough down enemies**
- **Online co-op battles**

From the people who made...

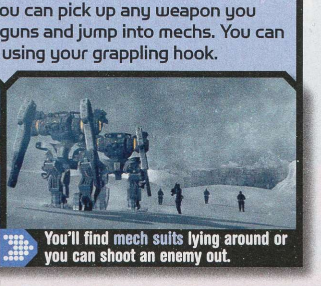
Devil May Cry 2 ....70%

Your grappling hook gets you up mountains and onto rooftops.

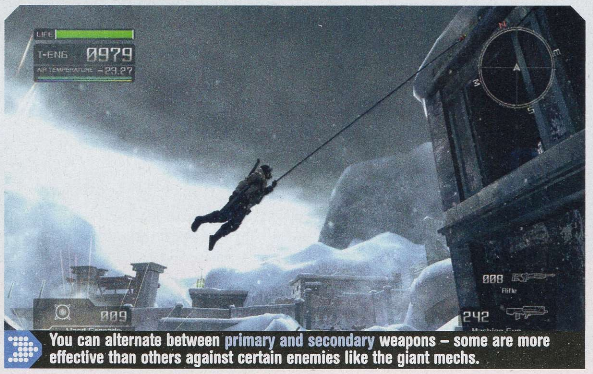
MECHING OUT

The Akrid aliens come in all shapes and sizes. They'll keep re-spawning from pods and giant ones have an uncanny knack of springing up behind you. Luckily, you can pick up any weapon you find including sniper rifles, man railguns and jump into mechs. You can also get around the terrain quickly using your grappling hook.

Larger enemies have weak spots that will take them down a lot quicker.



You'll find mech suits lying around or you can shoot an enemy out.



You can alternate between primary and secondary weapons – some are more effective than others against certain enemies like the giant mechs.

VERDICT

GM LOVES

+ Jumping around icy mountains in giant mechs

+ Massive gun battles with alien enemies

GM HATES

- Just getting the hang of your VS then getting blown out of it by an enemy rocket

MOST WANTED METER

Looks and feels spot on. Swinging around icy mountains with a grappling hook taking out aliens riding giant mechs is as much fun as it sounds.

FLATOUT 2

Steve Bailey

PS2 XBOX PC
OUT: MAY
PRICE: £39.99/£29.99
DEVELOPER: BUGBEAR
PUBLISHER: EMPIRE

WHAT IS IT?

Follow-up to *Flat Out*, another physics-heavy destruction derby featuring tracks that are packed with dangerous props and opportunities to send your driver flying through the windscreen. It's the same principle as before, really, but more accessible.

THE FACTS

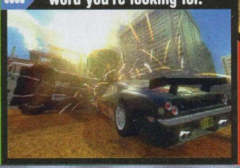
- 12 'ragdoll olympic' events, compared to the original's six
- Tracks based on a tour of the US, from the storm drains of LA to corn fields and hazardous canyons
- Earn cash bonuses based on how much you mess up your opponents' vehicles
- Online play for every format

WHAT'S IT LIKE?

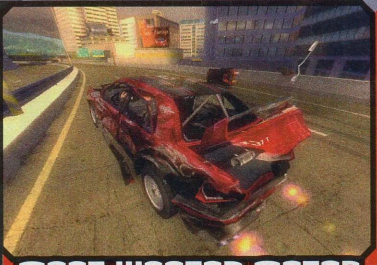
Arcadey and chaotic, this is a slower relative of *Burnout* with far more interactivity. Great big piles of trackside crap – logs, scaffolding, tyres – get spilled and turn each track into an ever-evolving assault course. It's also slightly less frustrating than *Flat Out*, easing you in with some forgiving championships to let you build up cash and experience.

BEST BIT SO FAR

Sending your driver screaming through a series of fiery hoops, while steering through the air with after touch.



'BZZZOOOOSSSH' is the word you're looking for.



MOST WANTED METER

We're surprised to see the sequel appear on current-gen consoles, but it's a welcome return nonetheless. You'll be able to play the ragdoll mini-games over Live, which is where we'll be spending most of our time. Apologies to Mr and Mrs Ragdoll for what we do to their son…

WORLD TOUR GOLF

Steve Bailey

PS2 XBOX PC PSP
OUT: SUMMER
PRICE: £39.99/£29.99
DEVELOPER: GUSTO
PUBLISHER: OXYGEN

WHAT IS IT?

A golf game designed with simulation in mind. Forget *Tiger Woods'* arcade approach and exaggerated ball control. Even the mighty Xbox *Links* won't be able to hold a candle to *World Tour's* realistic slant. They'd get all burned if they tried, the sissies.

THE FACTS

- Create and customise a golfing noob, take him out onto the pro circuit and turn him into a sporting superhero
- Visuals and presentation based on TV coverage of golf

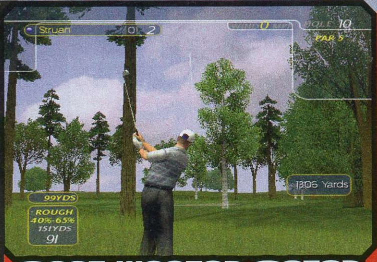
WHAT'S IT LIKE?

Gusto is aiming to produce a console golf experience that's for actual fans of the sport and not just gamers. An analogue swing method is nothing new, but *World Tour Golf* will provide control with far more subtlety than *Tiger* or *Links*, allowing players to access the repertoires of real-world pros.

BEST BIT SO FAR

Sinking your first perfect eagle will be an early highlight of your career. And then body-popping to celebrate.

'FOOOORRRE' is the word you're looking for(e).



MOST WANTED METER

Move over, *Outlaw Golf* – we'd be happy to play a golf game that demands more than your average console putter and this looks like it might just do the job. If Gusto can deliver, then we'll see you at the 19th hole…

GTR2

Steve Bailey

PC
OUT: SUMMER
PRICE: £29.99
DEVELOPER: SIMBIN
PUBLISHER: 10TACLE

WHAT IS IT?

Sequel to the video game equivalent of the Haynes Manual – the ultimate in-depth driving sim, even more so for those lucky beggars in possession of a compatible steering wheel. It's *Gran Turismo* for those who don't like sitting on a couch, and then some…

THE FACTS

- 144 cars and 34 track layouts
- Dynamic weather and lighting models, plus plenty of vehicle damage to be suffered
- Three difficulties (Novice, Semi-Pro and Simulation)
- Time trials, race weekends, 24hr championships

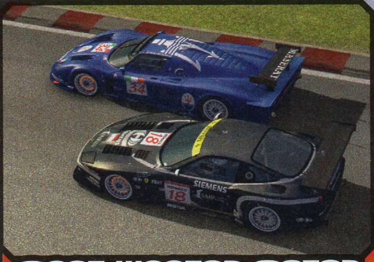
WHAT'S IT LIKE?

Absolutely mental, in terms of its technical strength. It'll be intimidating for those who like the kind of driving games where you get to take corners in a way that leaves skidmarks that can be seen from the moon, but it's nirvana for those who like to shave zillionths of their lap times by braking into corners on the optimum line.

BEST BIT SO FAR

A new Driving School mode is introduced to help ease you into *GTR2's* detailed world. Yes, please.

"NYEEEEOOOWWW" is the word you're looking for.



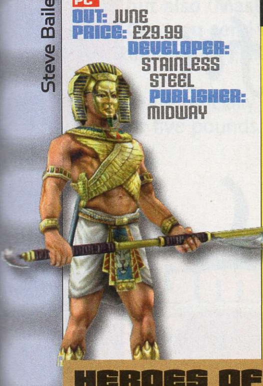
MOST WANTED METER

The original could be a bit patchy to look at, which is something that's obviously going to be addressed here. Definitely one to watch, for those careful drivers who like to push themselves with a serious-faced sim.

RISE AND FALL

Steve Bailey

PC
OUT: JUNE
PRICE: £29.99
DEVELOPER: STAINLESS STEEL
PUBLISHER: MIDWAY



WHAT IS IT?

Real-time strategy game where the player chooses one of four empires, then guides troops through full-scale wars while also doing their best to improve their respective civilisation.

THE FACTS

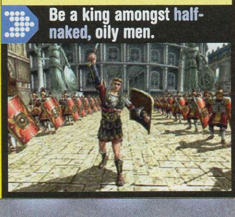
- Choose from four empires – Persia, Greece, Egypt or Rome
- Over 80 unique units to send into battle
- Naval battles play a vital part in combat
- Online modes for up to eight players

WHAT'S IT LIKE?

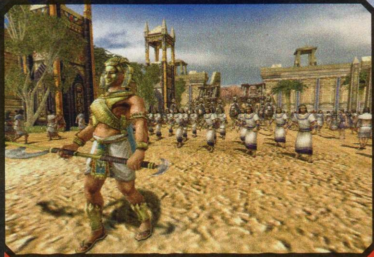
Water-based scuffles revolve around you kitting out your ships with infantry, archers or catapults, while you'll be recruiting craftsmen and scientists (what – no bakers?) to improve your society and make your troops smarter and more effective. Only then will you be able to trounce everyone, capture their territories and turn them into death factories for your own faction.

BEST BIT SO FAR

Hero mode allows you to join in with your troops via a third-person camera. A bit like *Kessen*, but less upfront.



Be a king amongst half-naked, oily men.



MOST WANTED METER

Hopefully, *Rise and Fall* will make *Spartan: Total Warrior* look like an episode of *Blackadder*, in terms of chaotic warfare if not gore. Oh, and you'll get to 'be' Julius Caesar. Nice, as long as Brutus isn't hanging around behind him.

HEROES OF MIGHT AND MAGIC V

Steve Bailey

PC
OUT: SPRING
PRICE: £29.99
DEVELOPER: NIVAL INTERACTIVE
PUBLISHER: UBISOFT

WHAT IS IT?

The fifth game in a series that first touched down on PC way back in 1985, this latest outing involves several factions and an adventure spread across six campaigns, and is centred on tactical RPG combat.

THE FACTS

- Over 40 different creatures and spells
- 30 missions and a turn-based battle system
- Online or LAN battles, featuring five different modes

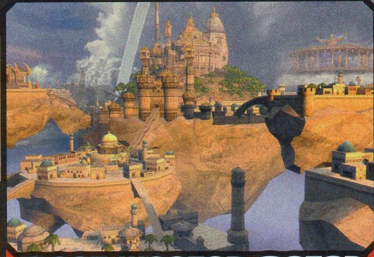
WHAT'S IT LIKE?

It's your job to conquer territories, manage cities, recruit armies and upgrade your heroes while battling your way through enemy hordes in a turn-based combat system that's more exciting than the norm. Also, this is the first time we've had the *Might & Magic* universe realised in proper 3D, which is a treat indeed.

BEST BIT SO FAR

Each of the game's six factions have their looks and feel, leading to a world that feels diverse within the *Might & Magic* universe.

"GRAAAAAGHHGG" is the word you're looking for.



MOST WANTED METER

While almost every RPG nut out there is donating his or her life to *World of Warcraft*, a great offline adventure is just what the doctor ordered as an alternative to the endless grinding and ganking and what not.

New ways to

discover the best new games
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GOT A FANSITE! Any game-related websites you've either made or couldn't live without? Email, write or text and tell us! Potential free goodies await the best entry...

WE L♥VE GAMES

Welcome to the bit of *GM* that's stuffed with your mail, game ideas, unreasonable demands – anything that shows how much we♥games. With a capital ♥!

Name Game

Dear *GM*,
Bethesda – what a seriously crap name that is. If you're going to create a game developing outfit, at least call it something cool, like 'Death Star'. And Rockstar Games? They may be British (and made *GTA*), but you don't put 'Games' in the name. It makes you sound like a retard, cause you have to keep reminding yourself what your company does! Maybe everyone should listen to *me* before making big decisions such as choosing their name!

Tim Doyle, a.k.a. White Dragon 😜

P.S. You may have 'Games' in your name, but also 'Master', so it cancels it out. Can you send me free stuff?
P.P.S. Remember! Free Stuff!

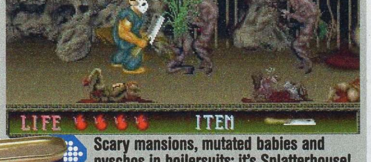
Tim, you are officially mental and we claim our five pounds. No free stuff for you. Sorry.

Splatter Patter

Hey *GM*,
I am a massive fan of the *Friday the 13th* films and find it strange that there has never been a game were you can play as Jason. I would have thought that after *Freddy Vs Jason* someone would have bought the rights to the film and make games from it…

Anthony Berry, Liverpool 😮

They already did Ant… sort of. We refer you to *Splatterhouse*, the "classic" arcade gorefilled game from the late '80s starring hockey masked, cleaver wielding hero Rick (obviously an anagram of Jason Voorhies). Seek it out via the delights of the MAME emulator…



Scary mansions, mutated babies and pyschos in boilersuits: it's Splatterhouse!

FANSITE OF THE MONTH

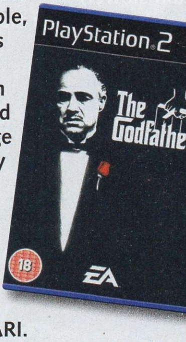
www.vgmuseum.com
Perhaps the cutest website in cyberspace, The Video Game Museum boasts more gaming goodness per square inch than Shigeru Miyamoto's secret lab! A top source of info on classic consoles (from MSX right through to PSone) and arcade games, it's packed with more box scans, game adverts, in-game piccies and tunes than you could ever imagine. Coolest of all is the extensive game endings section – Geraint finally found out what happened at the end of *Final Fantasy 8*! Bless!

Nominated by Toby Warner, via email

Krap-amari Damacy?

Hello *GM* peepz,
What is with that *We Love Katamari* thing? Not only is it the stupidest idea for a game since… eva – it's the worst game eva! Whoever thought of it should be nailed to a table, have their fingers broken with a hammer and then be rolled over and crushed by a huge ball of stuff. Why can't game designers spend more time on games like *GTA* and *The Godfather?*
STUPID KATAMARI.

Ethan Moreley, email 😠



Each to their own Ethan, but here at *GM* we're simply fans of top games. So whether it's drive-by shootings, footy, smiting a goblin with a Mace of Agony +4 or rolling stuff up into a bloody big ball – if it's good, we'll let you know about it. By the way, *WE* Love Katamari, so balls to you!

Killer Games

Dear *GM*,
Blaming acts of violence and other felonies on games like *GTA* and *Manhunt* is madness. Playing a game doesn't make me

WIN!

If you're the Star Letter writer, you'll win the game of your choice on any format, courtesy of our mates at Britain's top games store – GAME. Get scribbling and you could be a winner!
gamesmaster@futurenet.co.uk

GAME
www.game.uk.com

STAR LETTER!

Game Loft

Dear *GM*,
I read your Totally Skint? Article in Issue 170 and decided to go retro due to a lack of cash. I went rummaging through all my old toys up in my attic, had a fight with some spiders (aghhhhh), received a few nasty splinters but emerged with my beloved SNES!
Soon, all those wonderful *Mario Kart* memories came rushing back as I remembered just how great old school gaming was.
I'm well chuffed that *GM* inspired me, since as I write I'm bidding on eBay for a box of eleven SNES games for under £10. Bargain!

Aaron Browne, Exeter ☺

A heart-warming story indeed, Aaron. As a reward for your heroism in raiding your scary loft with its infestation of Tarantulas, Black Widows and – urgh! – earwigs (plus heeding our ace advice in the first place), have a free game on us. Of course, it'll mean sticking the SNES back in the attic… bwahaha!

Super Mario World
Nintendo
SUPER Famicom
POWER
RESET
SELECT START
Have you got a bundle of joy like this in your attic?

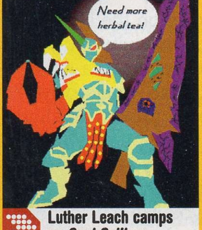
Gmail Filter

SPAM
Hormel

Picking out the special kids from the *GM* mail bag and putting them on their own bus

WANNABE TOUGH GUY: .... "Capcom taught me to fight". We still fancy our chances, David-John W. Bailey
MOST LIBELLOUS COMMENT: ....."I still enjoy a quick fix with my kids". Think about rephrasing that Denny…
ODDEST SPAM: ...."Kittens, days old, are being squeezed into tiny bottles". Ouch.
GETTING CARRIED AWAY: ..... "Slim, sleek and undoubtedly sexy!" Er, are you still talking about 360, emailer?
WORST SPELLING OF THE ED'S NAME: ....Robyn Always, by Tim Holness.

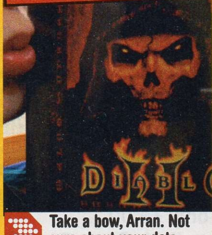
BEST MAKEOVER


Need more herbal tea!
Luther Leach camps up *Soul Calibur*.

DESPERATE TO BE IN GM

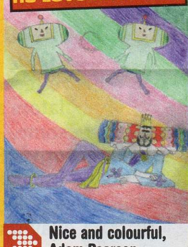
You wish has come true Asif (who's on the left).

BIGGEST DIABLO FAN

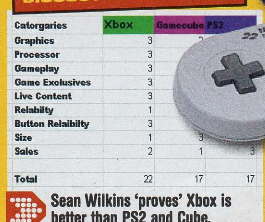


Take a bow, Arran. Not sure about your date…

WE LOVE KATAMARI


Nice and colourful, Adam Pearson.

BIGGEST XBOX FANBOY



Catorgaries	Xbox	Gamecube	PS2
Graphics	3	[illegible]	[illegible]
Processor	3	[illegible]	[illegible]
Gameplay	3	[illegible]	[illegible]
Game Exclusives	3	[illegible]	[illegible]
Live Content	3	[illegible]	[illegible]
Relabilty	1	[illegible]	[illegible]
Button Relaibilty	3	[illegible]	[illegible]
Size	1	3	[illegible]
Sales	2	1	3
Total	22	17	17

Sean Wilkins 'proves' Xbox is better than PS2 and Cube.

WE LOVE GAMES

The bit of *GM* that's stuffed to bursting point with your mail

WE REALLY LOVE GAMES

Chatting with the people who've taken it all too far.

SCOTT LAWRENCE, 32, AND AN ARCADE MACHINE MADE FROM AN NANO!

GM: Cutest. Thing. Ever.?
Scott: I'd been wanting to make a 1/4 scale Ms Pac-Man for a while. Then I got an iPod Nano. A cabinet seemed like a fun, stupid thing to do.

GM: You use your iPod for Ms Pac-Man?
Scott: People say, why would I buy a £200 music player just to play a 1981 game? I didn't... I'm just reusing it for other purposes!

GM: Working time?
Scott: It took about an hour to lay out, clean up, and colour correct. Another two or three hours to fit it all together.

GM: Punch in the pockets?
Scott: Around £3 for materials – foamcore board, spray-on glue, a knife, a ruler and a cutting board. I'll put the artwork on my site soon for people who want to make one: http://yorgle.cis.rit.edu/Hardware/nanomame/

GM: £103. Including the iPod Nano. Need anything else?
Scott: Just a good sense of humour. You need to realise how ridiculous this is, and just have a good time with it.

GM: Racked up a high score?
Scott: It's difficult to play – the cabinet covers up some of the buttons. But, on the other hand, it's difficult to carry a fullsize Ms Pac-Man cabinet around with me...

REALLY LOVE GAMES?
Send us your pics to You Thought You Loved Games?, GamesMaster, Future Publishing Ltd, 30 Monmouth St, Bath, BA1 2BW and you could be featured in the pages of *GM*!

At last – a version of Ms Pac-Man for hamsters.

The iPod Nano slots in sideways. Madness!

LIST OF DEMANDS

War in the '40s and space – *GM* reader style...

CONFLICT 5

- Should have two campaigns, one for the future (like *Global Storm*) and one set in World War 1 or 2
- You should get to choose the nationality and accents of the team (Bring back the Scottish Connors!!)
- The ability to play as a team of enemies (in this case terrorists/German soldiers) but that would probably be too controversial
- There should be missions when you play as a spy behind enemy lines, and replace enemy weapons with pop-guns
- More weapons (Flamethrowers, anyone?)
- If you have sneaked up behind an enemy you should be able to shout 'Boo!' before you shoot him
- The ability to make enemies' POWs and interrogate them
- The environment could change the team's condition (i.e they could get trenchfoot, which would make the team slower)
- Realistic casualties (chances of survival would be kind of slim if you got a tank shell in the face wouldn't they?)
- A mode could be unlocked where you use pies as weapons (explosive pies, of course)
- Cool multi-player head to head missions like Capture the Flag

SHADOW THE HEDGEHOG SPECIAL EDITION

- Extra levels with new cutscenes such as ice cap, desert, volcanic etc.
- Chao mode with new items, places and mini-games such as improved Chao karate, Chao football and Chao beauty contests
- More vehicles, including quad bikes, jets and alien ships
- Find hidden power-ups like air shoes, fire rings, mystic melody etc
- Improve the graphics because *Sonic Adventure 2 Battle* looked miles better

James Arrow, Southampton ☺

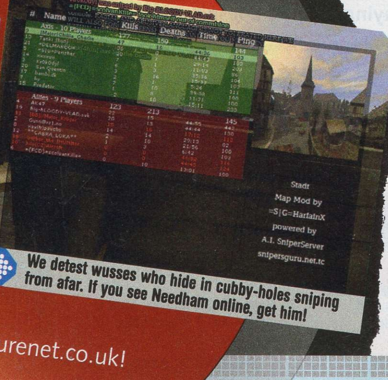
MAKE YOUR LIST OF DEMANDS!
Reckon you could juice up your fave game series? Either do a BSc in Computer Programming or get your ideas out into the world by sending your List of Demands to our Monmouth Street addy or gamesmaster@futurenet.co.uk! Free office goodies for the best ones...

HI-SCORE CAM

Hola *GM*,
I am a sniping god in *Medal Of Honor: AA Spearhead*. Behold the evidence and despair if you ever chance upon me on the online battlefield.

Alex Needham (Chillie_Charlie), via email

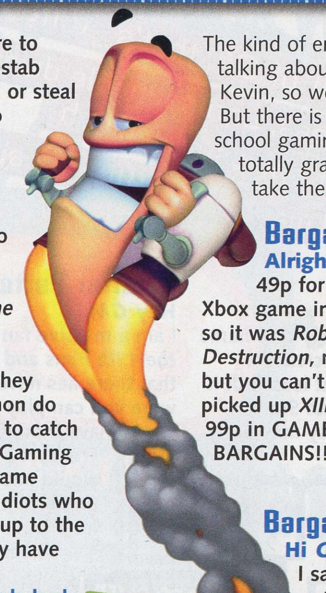
Lofty claims indeed Alex, but those impressive stats stand testament to your skills. Keeping mailing those efforts to gamesmaster@futurenet.co.uk!



We detest wusses who hide in cubby-holes sniping from afar. If you see Needham online, get him!

want to go set fire to someone's body, stab someone with a knife, or steal a car. But according to some people it does. Have they tried not playing games? What happens when they see *Bad Boys?* Do they want to shoot people as well? Or when they see *The Edge*, do they want to kill a bear? When they see Pokémon do they want to catch them all? Gaming gets a bad name because of idiots who cannot face up to the outrageous crimes they have committed.

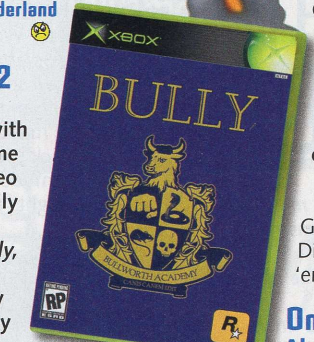
Daniel Westgarth, Sunderland ☹



Killer Games Pt. 2

HI *GM*,
I am getting annoyed with all the people who blame today's violence on video games. In *GM* 171, Emily Gates wrote a letter about *Bully*, saying that young kids may be influenced by the game and then begin bullying at school.
Yes, this could happen, but doesn't bullying already happen at school? It is a fact of life that we have to accept. Can everyone just stop blaming bad things on video games, because 99.9% of the people who play video games don't turn into nutters. At the end of the day, they're just pixels, and hell, playing *GTA* is great!

Simon Wood, Ipswich ☺



Frankly, we're wondering where the heck *Bully* has gone. Could the Politically Correctness Brigade have triumphed over common sense? Only Rockstar know the truth... and they ain't telling at the mo.

Emulate This!

Hey *GM*,
I have recently started downloading emulators and ROMs to my PC. It's awesome – I get to play all my old favourites for NES, Master System, SNES and Megadrive, and it costs me nothing. I also bought a PS2 Dual Shock converter on eBay for only £6.00...

Kevin Parry, North Wales ☺

The kind of emulation you're talking about is technically piracy Kevin, so we can't condone it. But there is some awesome old school gaming to be had out there totally gratis if you're willing to take the risk...

Bargain Hunt

Alright *GM*?
49p for a Brand New, sealed Xbox game in Dixons!! Not bad! Okay, so it was *Robot Wars: Ultimate Destruction*, not the best game ever – but you can't complain for 49p. I also picked up *XIII* brand new on Xbox for 99p in GAME. ABSOLUTE BARGAINS!!!!!!!

Mark Newman, Wirral ☺

Bargain Hunt Pt. 2

Hi *GM*,
I saw *Worms 3D* on Xbox in GAME, Ipswich for £3.00! It provided me with countless hours of great pleasure as I blew up my brother's sacred worms up – all for a cheap as chips price.

Anon, via SMS ☺

Good work GM David Dickinson wannabes. Keep 'em coming!

Online Scores?

Alright *GM*?
I think it would be a top idea if you gave the score for a game's online multi-player component in addition to a regular score.

Daniel Stones, email ☺

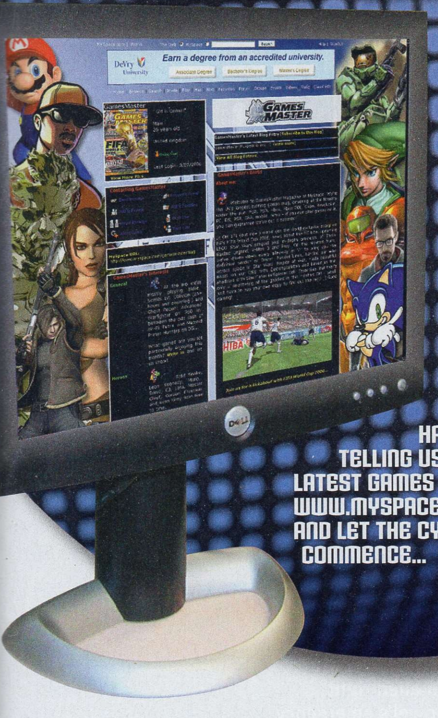
Online Scores? Pt. 2

Dear *GM*,
Great mag and all but there is one thing I would like you to sort out. I think that in reviews you should give scores for how well the game plays online.
So if you can tell gamers what the games are like without online play or give them a second score based on the game without online play I would be very grateful.

Fergal Carroll, Co. Kerry ☺

Hmm, we're not keen on the idea to be honest guys. Our score is our final verdict, taking all elements of a game (including online/offline, single-player/multi-player modes) into consideration. At the end of the day though, you need to read the entire review and take our points into consideration before deciding whether you like the sound of the game enough to fork out on it...

GAMES MASTER GOES ONLINE!



YOU ASKED FOR IT, AND YOU'VE FINALLY GOT IT. YES, PROBABLY THE WORLD'S MOST POPULAR GAMING MAGAZINE IS GOING LIVE. WE'VE SIGNED UP WITH THE SOCIAL NETWORKING PHENOMENON THAT IS MYSPACE AND KNOCKED UP A SWANKY LOOKING SITE. EACH MONTH WE'LL POST THE LATEST GOINGS ON IN THE LIFE OF THE MAG, WHAT GAMES ARE MAKING US SMILE AT THE MO AND – MOST IMPORTANTLY – WE'LL FINALLY BE ABLE TO CHAT WITH YOU LOT!

SO, IF YOU FANCY ADDING YOURSELF TO OUR FRIENDS LIST, HAVING A GOSS WITH *GM* AND TELLING US WHAT YOU THINK OF THE MAG/ LATEST GAMES ETC, THEN GET ON OVER TO WWW.MYSPACE.COM/GAMESMASTERMAG AND LET THE CYBERSPACE FROLICS COMMENCE...

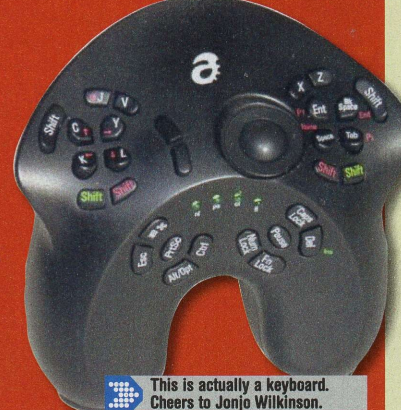
LOVE GAMES?

SO DO WE!
Getting all hot under the collar about a games-related debate? Caught a bizarre gaming moment on camera? Bagged a monstrous high score? Written, starred or directed in your own game-related film? (Really?) The tell us! Send all your comments, piccies and movies to the usual addresses – the most deserving specimens might even win something!

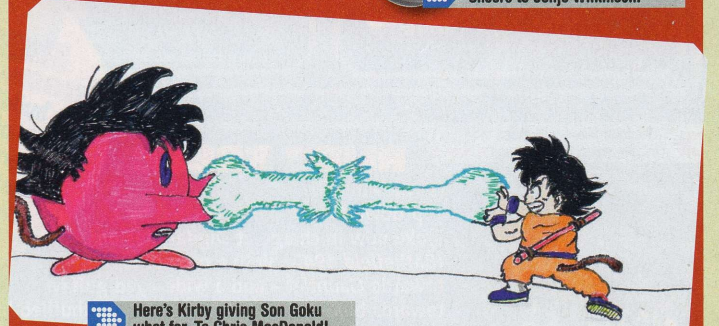
THINGS TO MAKE AND DO!

THIS MONTH'S TASK...

The absence of the infamous PS3 'boomerang' controller at Sony's recent news conference in Tokyo got us thinking about the whole joypad issue all over again. Team *GM* reckons both the WaveBird and 360 wireless pads have supplanted the classic Dual Shock 2 design as the premier gaming controllers. So what can Sony do? Turn to you lot of course! Basically, we want you to draw the perfect PS3 pad. Serious, zany, *revolutionary* – send 'em in. If they're up to scratch, you may even cop a prize!



This is actually a keyboard. Cheers to Jonjo Wilkinson.



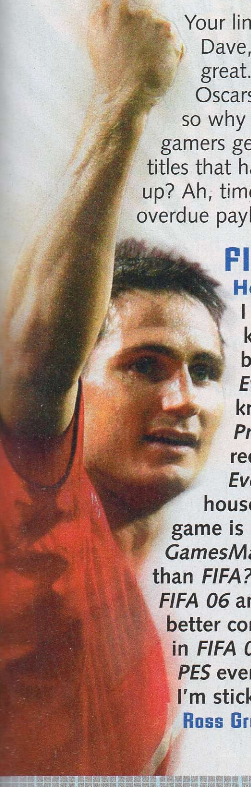
Here's Kirby giving Son Goku what for. Ta Chris MacDonald!

The Dross-cars

Dear *GM*,
I've set up a little site that takes votes on the worst aspects of games i.e. worst graphics, worst game idea, worst publisher etc. I thought you would be interested in maybe knowing the results at the end of the month and helping getting the word around. Here's the link...

Dave, email ☺

Your link is sadly broken Dave, but your idea is great. After all, the Oscars has the Razzies, so why shouldn't us gamers get to kick in the titles that have got our backs up? Ah, time for some well overdue payback...



FIFA Pinata

Hey *GM*!
I have always known *FIFA* to be better than the *Pro Evo* series but I know GM prefers *Pro Evo*. I was recently playing *Pro Evo 5* at my friend's house thought "This game is rubbish! How can *GamesMaster* like it better than *FIFA*?!" I then played *FIFA 06* and realised I had better control over the ball in *FIFA 06*. I wouldn't play *PES* even if it were free – I'm sticking with *FIFA*.

Ross Green, Lanarkshire ☺

What, *PES* too tough for you is it Ross? Can't hack the pressure on the pitch? Never mind, there's always a place in the Conference for a player who can't hack it in the Premiership...

FPS Philosophy

I've been wondering, what makes a game great? We all know that *Half-Life 2* is a great game. But in its genre (FPS) there are a bunch of games almost exactly the same. Why are they not as good as it? It's like why is a magazine great? Why do I particularly like this certain magazine? Why didn't I pick another? There are a bunch of other magazines that do all the same stuff! Think how much you want – you'll never get an answer, because there is none.

Daniel Owens, Ireland ☺

Sure there is Dan. There are innovators and there are imitators. *Half-Life 2* sets a benchmark, and the competition try their best to follow it. Sure, some of them almost succeed – but they all owe a debt to the game they copied. Ergo, *HL2* comes up trumps. (Apart from with Rob who prefers *Far Cry*). In *GM's* case, you buy our mag over the competition because we're totally unique and ace. In fact, there is no competition.

WE WANT YOUR JOB!

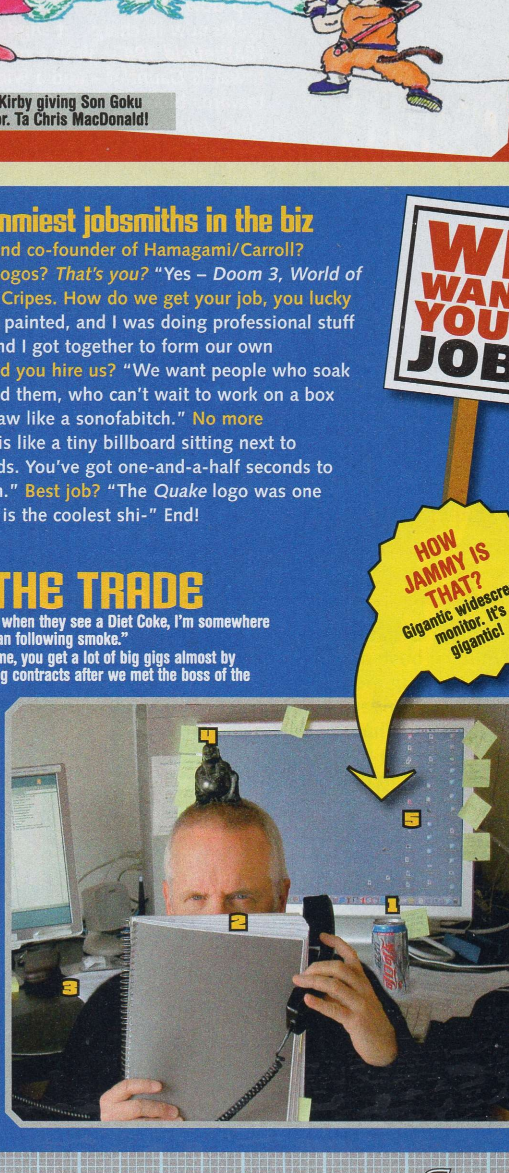
Pestering the jammiest jobsmiths in the biz

Justin Carroll, principal and co-founder of Hamagami/Carroll? "Hello!" Games boxes? Logos? *That's you?* "Yes – *Doom 3, World of Warcraft, Call of Duty...*" Cripes. How do we get your job, you lucky bast? "I always drew and painted, and I was doing professional stuff by 15. Then my friends and I got together to form our own illustration studio." Would you hire us? "We want people who soak everything in that's around them, who can't wait to work on a box or logo – and who can draw like a sonofabitch." No more swearing, Justin. "A box is like a tiny billboard sitting next to 5, 000 other tiny billboards. You've got one-and-a-half seconds to catch someone's attention." Best job? "The *Quake* logo was one of my favourites. It really is the coolest shi-" End!

TOOLS OF THE TRADE

1 Diet Coke – "People know that when they see a Diet Coke, I'm somewhere nearby. It's like an American Indian following smoke."
2 Diary – "In the illustration game, you get a lot of big gigs almost by accident. We landed one of our big contracts after we met the boss of the company at a party."
3 Sketches – "Publishers and developers have a lot of input into our designs. Blizzard were very hands-on with the *World of Warcraft* logo – we went through at least 50 or 60 different versions of it."
4 Buddha – "A friend of my partner's wife gave this to me. She used to call me 'Buddha Belly', because I sit on my ass and have a big gut. Buddha reminds me to keep a sense of perspective. I placed him next to the turtle. Can't remember why."
5 Finished boxes – "The idea behind a game box is to stand out: to make a picture that looks like what's going on is the most fun that's happened, ever. We have people fighting over getting to work on *Star Wars* boxes."

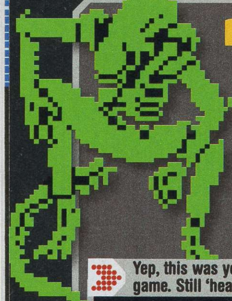
HOW JAMMY IS THAT? Gigantic widescreen monitor. It's gigantic!



We ♥ Old Games

Gears of War isn't the first time gamers have 'helped' ET go home.

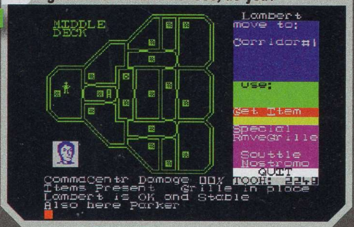
Mark Green brings you the games of the past with retro love.



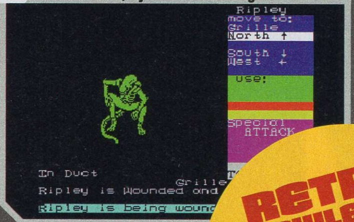
ALIEN (1984, ZX SPECTRUM)

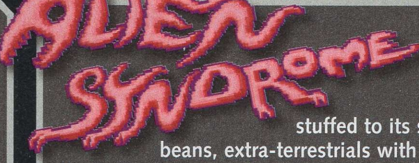
"In space no one can hear you scream." Of course not: with the ZX Spectrum's tiny little speaker, it would come out sounding like an ant getting its foot slammed in a door. Still, the official game of the 1979 movie gave us the jitters, even if all we were looking at was a blueprint view of a ship. The best bit of all was that you weren't allowed to escape without Jones the cat, but he hated certain crewmembers. The solution? Invite the crew to 'dinner'.

Yep, this was your view for most of the game. Still 'heart' the '80s, do you?


MIDDLE DECK
Lombert move to:
Corridor#1
use:
Get Item
Special RmveGrille
Scuttle Nostromo
QUIT
TOOH: 2248
CommaCentr Damage 00%
Items Present Grille in place
Lombert is OK and Stable
Also here Parker

Yikes. This is how an alien 'caught short' would seem, by the look of things.

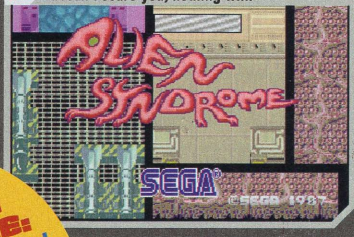

Ripley move to:
Grille
North ↑
South ↓
West ←
use:
Special ATTACK
In Duct
Grille
Ripley is Wounded and
Ripley is being wound



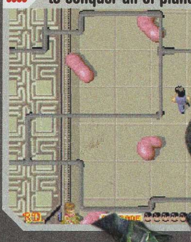
ALIEN SYNDROME (1986, ARCADE)

This is what Sega were up to in the middle of the '80s: dumping two space marines in a space station stuffed to its spacerafters with wiggling alien jelly beans, extra-terrestrials with turnips on their heads, and that old favourite – a yellow head sitting on a brain. This was the best-looking game of the day, but we're still chuckling over the "TIME BOMB IS SET" robospeech.

Look! The R of *Syndrome* has hands! If that doesn't scare you, nothing will.

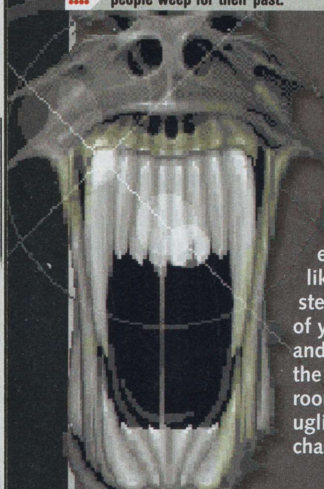

ALIEN SYNDROME
SEGA
©SEGA 1987

Jelly Bellies finally reveal their sinister plan to conquer all of planet Earth.



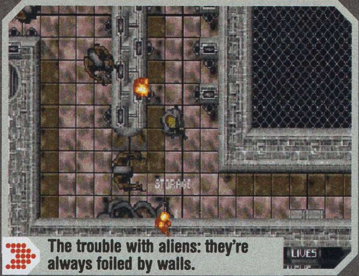
RETRO KNOWLEDGE: The buildings, guns and quotes of the Terrans in *Starcraft* were in fact inspired by *Aliens'* colonists

The logo alone will make old people weep for their past.



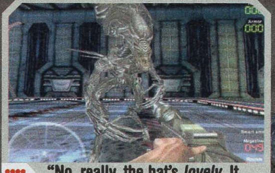
ALIEN BREED (1991, AMIGA)

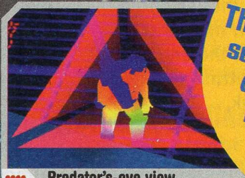
Top-down blaster partly created by a bloke now in charge at Digital Illusions *(Battlefield 1942)*, with a respectful nod towards *Gauntlet* – and a wide-eyed guffaw towards blue-eyed alien 'horrors' who shuffled like gran. *Alien Breed* was later given a 3D makeover, which, to early '90s eyes, was like Westlife stepping out of your telly and dancing in the living room. With uglier characters.


The trouble with aliens: they're always foiled by walls.

ALIENS VS PREDATOR (1999, PC)

This match made in hell was a notoriously scary third-person shooter, with the menacing 'beep-beep-beep' of your motion tracker only interrupted by the 'screeeech' of an alien right behind you and the 'phoom' of your bowel's emergency evacuation hatch opening. You could choose to play as either Alien, Predator or Lunch (aka 'Colonial Marine') – as the former, you were forced to track your enemies via enhanced smell. That's probably how Gordon Ramsey does it, too, we'd imagine.


"No, really, the hat's *lovely*. It suits you perfectly, honest."


Predator's-eye view. Or: a *really* obscure roadsign.

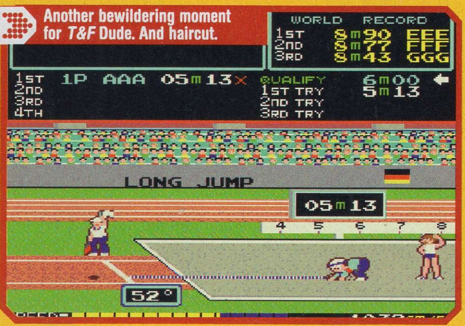
RETRO KNOWLEDGE: There have been at leas seven – seven! – Alien vs Predator games including one on mobile

WHERE ARE THEY NOW?

TRACK & FIELD DUDE

While he busted his gut running, hurdling and pole-vaulting around the various tracks, you broke your fingers hammering the buttons. Reacted to failure by fiddling with his perm.
Now: We hate to say it, but – isn't he still around, just in dungarees and a cap?

Another bewildering moment for *T&F* Dude. And haircut.


WORLD RECORD
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3RD 8m43 GGG
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2ND TRY
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THIS MONTH IN GM

1998

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IT'S T-REX OPEN SEASON!
X-FILES: THE GAME
THREE LIONS
PLUS! PARASITE EVE • FORSAKEN

Ah, the memories. We can still remember the tornado of excitement swirling around the original *Metal Gear Solid*. Playable for the first time at Tokyo Game Show '98, it attracted "thousands" to its stand – including jealous members of the mighty Sonic Team. We gawped over the groundbreaking visuals ("Just wait until you see the reflections in puddles") and marveled at the little exclamation marks appearing over guards' heads. "The game to buy a PlayStation for," we said. And we'd only played one level.

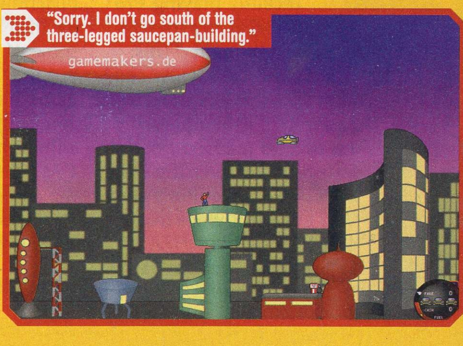
FREE PLAY

SPACE TAXI

Originally released: 1984
Why you must play it: It's a much-loved C64 reaction test: a vision of the future where taxi drivers crash and die as a matter of routine.

How to get it: Cute remake – with speech just like the original! – at:
http://www.gamemakers.de/scd/

"Sorry. I don't go south of the three-legged saucepan-building."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• PUBLISHER: MICROSOFT **• FORMAT:** XB 360 **• OTHER FORMATS:** NONE **• ONLINE:** TWO-PLAYER CO-OP AND MULTI-PLAYER DEATHMATCH **WEB:** WWW.GEARSOFWAR.COM **• PLAYERS:** 1-16

GEARS

Slicker than *Resi 4*, with combat that makes *Halo* look like a garden party. *Finally*, Microsoft bring out the big guns...

You know how it goes – you're facing off against an enemy, and what does it usually involve? Fearlessly charging into your opponents face before leading them on a merry dance. Circle strafing around the environment in a way that's more *Strictly Ballroom* than first-person shooter.

Two characters gliding around a room pumping bullets as close to each other's faces as their cursor/mouse/analogue stick will allow has provided hours of fun in the past, but it's not exactly a realistic approach to warfare, now is it? Isn't it about time we did things a little bit differently? Isn't it about time we had gunfights that didn't look so... *stupid?*

Which is where *Gears of War* comes in. As Cliff Bleszinski (*Gears'* lead Designer) explains, one of the first things they wanted to make sure was that the game's characters didn't look daft. By that, we mean all those little things that you so often see in games that we've come to take for granted and

continued on p.46

THE GOD OF WAR

After an exhaustive tour of Epic's amazing studios in Raleigh, North Carolina we had the chance to talk about *Gears* in great detail with its lead designer, Cliff Bleszinski...

'Cliffy B' – *GOW's* lead designer. He's a very nice chap, you know...

GM Can you give us a little detail about the back-story?

The game takes place on a planet called Cera, which is similar to earth in terms of climate and size. Life on Cera is very good – mankind is in the middle of a renaissance, building huge beautiful buildings and enjoying a rich culture. But then, when investigating the planet's porous core called 'The Hollow', they discover a clean, almost inexhaustible power source called emulsion. This starts a war among the planets inhabitants to determine who gets to control it. When both sides have been ravaged by war, a new threat – the Locust horde – invade from The Hollow and attack mankind.

The game picks up with the lead character Marcus Phoenix and his best friend, Dom. They're both members of Delta Squad, a part of a coalition who have been pushed back to a small section of

This is the conservatory level. Expect a massive boss battle here.

OF WAR

HOW DOES IT PLAY?

The most obvious comparison we can make is to *Resident Evil 4*. It's a completely different kind of game, of course. But there are similarities which will help you imagine what *Gears* is like.

Take the camera, for example. It's over your character's shoulder, who is positioned to the left hand side of the screen – with your crosshair in the middle. If you want to better your aim, the camera zooms in closer, just as it does in *Resident Evil 4* to give you more accuracy.

There's also a context sensitive action button. Using a single button, Marcus can kick down doors, take cover, vault over walls, rush from point to point and, in a wickedly smart move, kick up weapons dropped by enemies, into a firing position while on the move. Amazing.

The main gameplay element is using cover effectively and leapfrogging from point to point. You also have the assistance of team mates (up to three at a time) to help you outwit and outflank the enemy. This is done through a very simple order system, to keep the action going.

The levels in *Gears* are completely seamless – so it's more of a journey than a mission-based structure. The environments are all linked together by either walking into them from another area – or through some kind of cutscene, which explains how you get there.

the planet by the Locust horde. At the beginning of the game, we see Dom come to rescue Marcus from military prison, where he jailed for disobeying orders. It's here that the game starts...

GM What do you think makes this better than your average third-person shooter?

I tend to design games based on things I like, and I look at parts of games I don't like. Take the offset third-person view for example: in most third-person adventures, your character is in the centre of the screen, and sometimes right in front of your crosshair – so how are you supposed to see what you're shooting at? The way games use cover is something else I have a problem with. In a first-person shooter, for example, when you need to use cover, you end up playing the angles game. By that I mean that you end up poking your nose around corners, to the point where you're either looking at a wall, or at an enemy. To me, that's not quite as much fun or creepy as having a player take cover, while the camera tracks the enemy, letting you pop out and try and take them down.

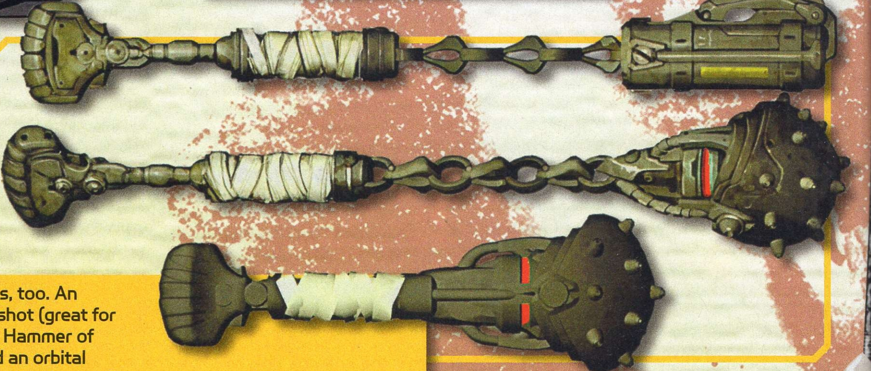
With *Gears of War*, we are taking the idea of cover and making it very concrete, very absolute. You can look at your environment and know absolutely where you can take cover. You don't have to worry about your toe sticking out or anything like that – all the kinds of vague problems you get in other games.

RELOAD! RELOAD!

Easily one of the coolest new elements we saw was the 'Active Reload System'…

When you hit the reload button, a small icon will appear on screen and a line will sweep the length of it – extending for a split second at the midway point. If you tap the reload button again at this point, you can speed up the process – as well as gaining a damage bonus for any bullets left in your clip. But if you stab the reload button at the wrong time your gun will not only jam, but your characters will shout out in frustration, alerting the enemy to your position.

There's the usual assortment of weapons – from pistol and assault weapons to sniper rifles. All feel familiar but with a more sci-fi styling.



There are some very unique weapons, too. An explosive, cross-bow, called a Boomshot (great for lobbing over cover) and the amazing Hammer of Dawn, which allows you to command an orbital satellite cannon, and drag the devastating beam of death around the ground in front of you. The weapon above is *Gear's* take on the humble grenade – a ball and chain affair that you spin round and chuck like a sling shot!

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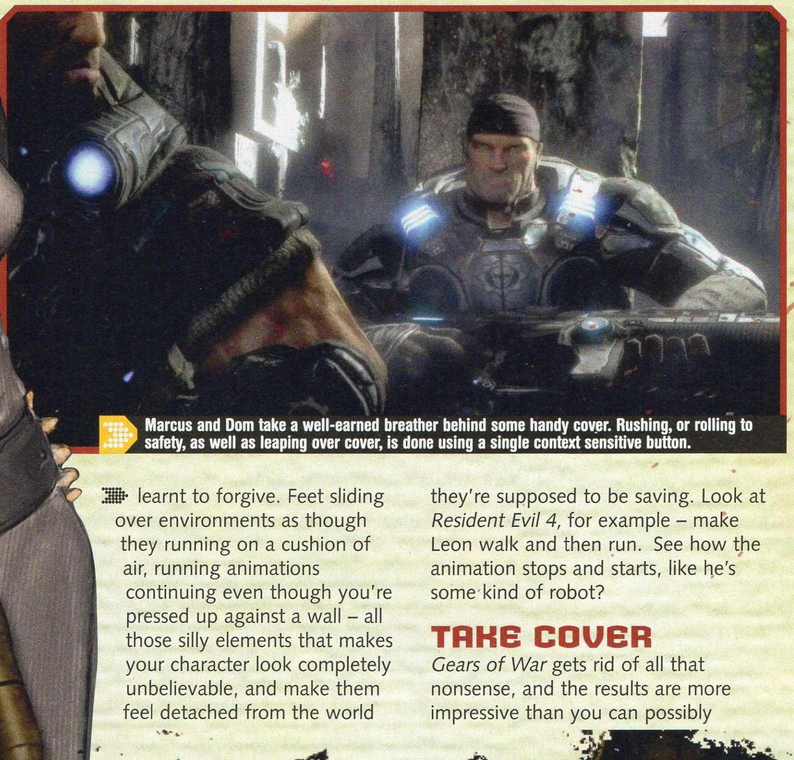


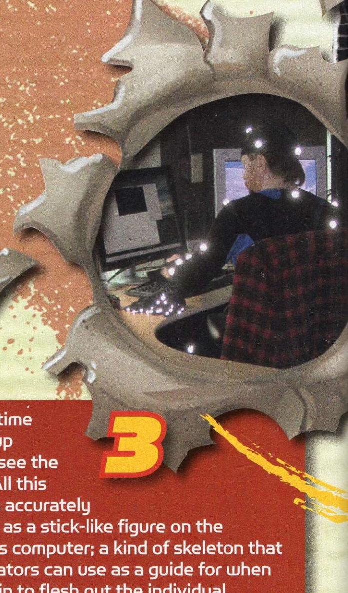
Marcus and Dom take a well-earned breather behind some handy cover. Rushing, or rolling to safety, as well as leaping over cover, is done using a single context sensitive button.

learnt to forgive. Feet sliding over environments as though they running on a cushion of air, running animations continuing even though you're pressed up against a wall – all those silly elements that make your character look completely unbelievable, and make them feel detached from the world they're supposed to be saving. Look at *Resident Evil 4*, for example – make Leon walk and then run. See how the animation stops and starts, like he's some kind of robot?

TAKE COVER

Gears of War gets rid of all that nonsense, and the results are more impressive than you can possibly imagine. Characters look solid and feel heavy, with different animations for each action blended seamlessly into each other, for the kind of believable movement that (seriously) we've never had the pleasure of witnessing

continued on p.48



3

It's then time to head up stairs to see the results. All this motion is accurately recorded as a stick-like figure on the animators computer; a kind of skeleton that the animators can use as a guide for when they begin to flesh out the individual characters and enemies in the game.

THE GOD OF WAR CONTINUED

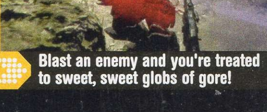
The idea of squad-based games can be scary for many people. How are you going to pull away from games such as *Rainbow Six*, where the squad and tactical elements can be a quite complex?

I'm scared of games with order systems. When I play a tactical shooter it's easy for me to feel intimidated, with order systems that are difficult to use.

In *Gears of War* we're looking at streamlining the whole system – with just a handful of high level commands, 'go here', 'attack this' or 'regroup'. If I tell a squad mate to attack an enemy, I don't want to tell him to put a bullet in the creatures *ear*, or which weapon to do it with – these aren't the kinds of decisions I want to make. I want to be able to give a simple command and then get down to the more fun business of killing stuff. Which is what we had in mind with *Gears.*

People are going to make the obvious comparison to *Resident Evil 4* – did you play it, and if so, did you borrow any elements from that?

Things like the offsetting of the character on the screen were ideas that were already in place. I did play *Resi 4* and I thoroughly



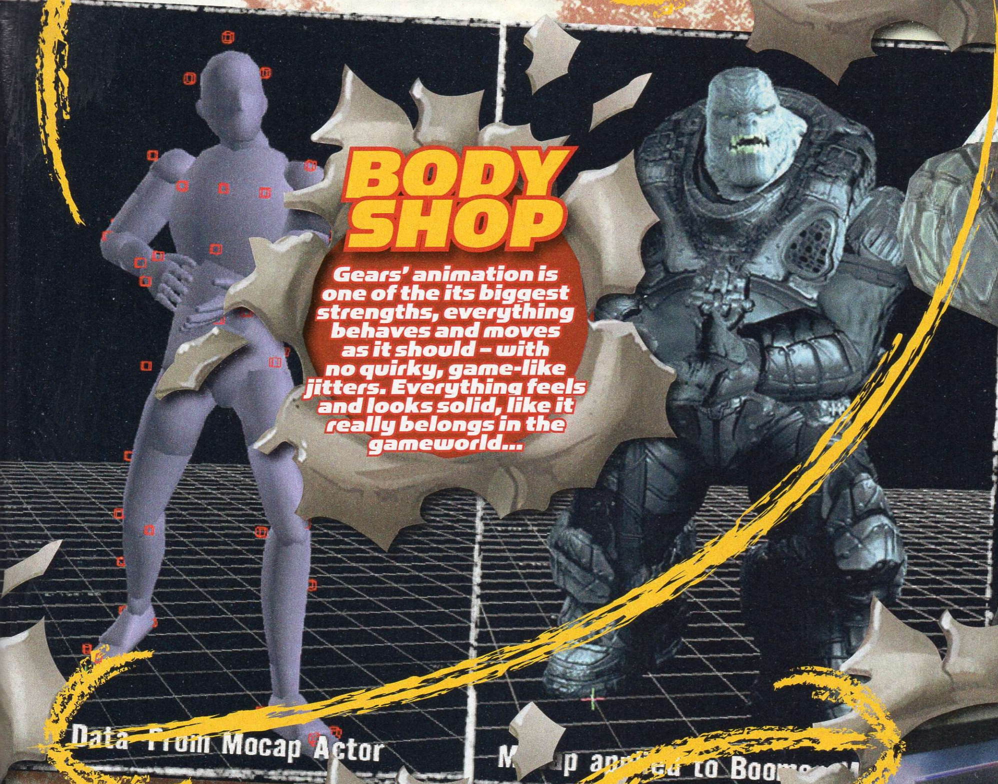
Blast an enemy and you're treated to sweet, sweet globs of gore!

BODY SHOP

Gears' animation is one of the its biggest strengths, everything behaves and moves as it should – with no quirky, game-like jitters. Everything feels and looks solid, like it really belongs in the gameworld...

1 To show us how it was done, Epic were kind enough to let us have a sneak-peek at their amazing (not to mention expensive!) animation studio. This all starts off in Epics motion capture facility – a huge hall, lined with cameras, to record the actor's, er... motions.

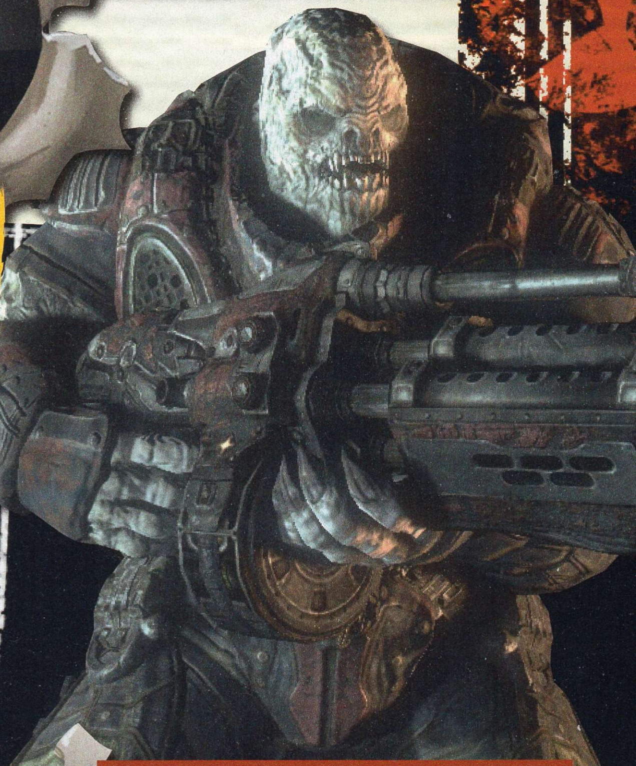
2 Wearing a suit covered in little shiny reflectors, the cameras can pick up the movements of individual joints in the body. For heavier enemies (such as the locus troops, for example) the actors wear heavy belts around the waist, ankles and arms, to get right kinds of movement.



4 The skins, costumes and character models are all designed by different people. Specific artists work completely on one element of a character, like creating the actual model from concept art, or making sure the textures for skin and body armour are all well realised.

5 Once they've got a character or enemy's skin around the skeleton, their movement can immediately be tested out inside a prototype environment – a texture-less box world where any game elements, like movement, can be experimented with – before being tweaked to perfection.

6 Moving smoothly is one thing, reacting to the environment is something else entirely. Characters and enemies now need physical values applied to their bodies and joints, not only to give them real weight in the game world, but to allow them to react realistically to gunfire.



7 And this is the finished product! A superbly detailed enemy, that, when you murderise him through the face, won't flop around all over the floor like a muppet. Result!

enjoyed it, and the fact that it had a similar over-the-shoulder camera was like, 'Wow, great minds think alike!' It confirmed to us that we were going in the right direction with that. As for stuff like the context sensitive actions, that's not exactly a new idea – games have been using it for years. At the end of the day, why have all these different buttons for certain actions, when you can just use one?

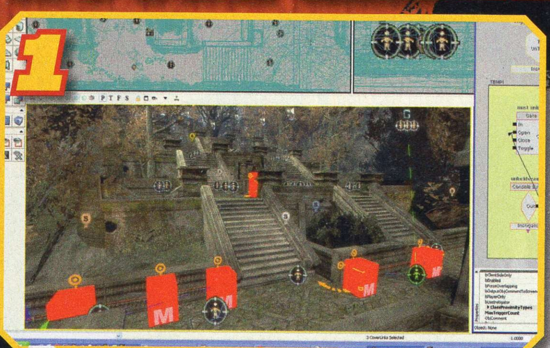
GM What's the overall breadth of experience? Is it all just ducking in and out of cover, or are there more styles than that?

I think this is where our different enemy and monster types come in – you have to constantly adapt your style of play to cope with them. If you're fighting infantry and drones, then getting from cover to cover, and trying to outwit and out-flank the enemy is the main style of play – but this basic style gets twisted throughout the game. For example when you're fighting against these flying creatures called Krill, if you step into the dark you're going to get eaten – so you have to try to figure out how you're going to create light sources to keep them away. Then you have the Wretches – these guys won't even shot at you, they'll just rush you – so we take the core combat ideas, and then we continually twist them in unique ways.

GM What does the next-gen technology allow you to do,

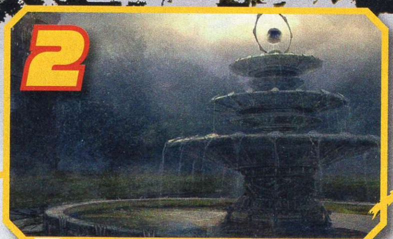
HOUSE CLEANING

In a never-before seen level, Marcus and his mate Dom are heading back to Marcus's fathers house – the family home in which a dark secret is buried in the basement. Crumbling stone walls, lovely architecture and a very calm, balmy afternoon make the opening scene idyllic. But it doesn't take long before everything kicks off...



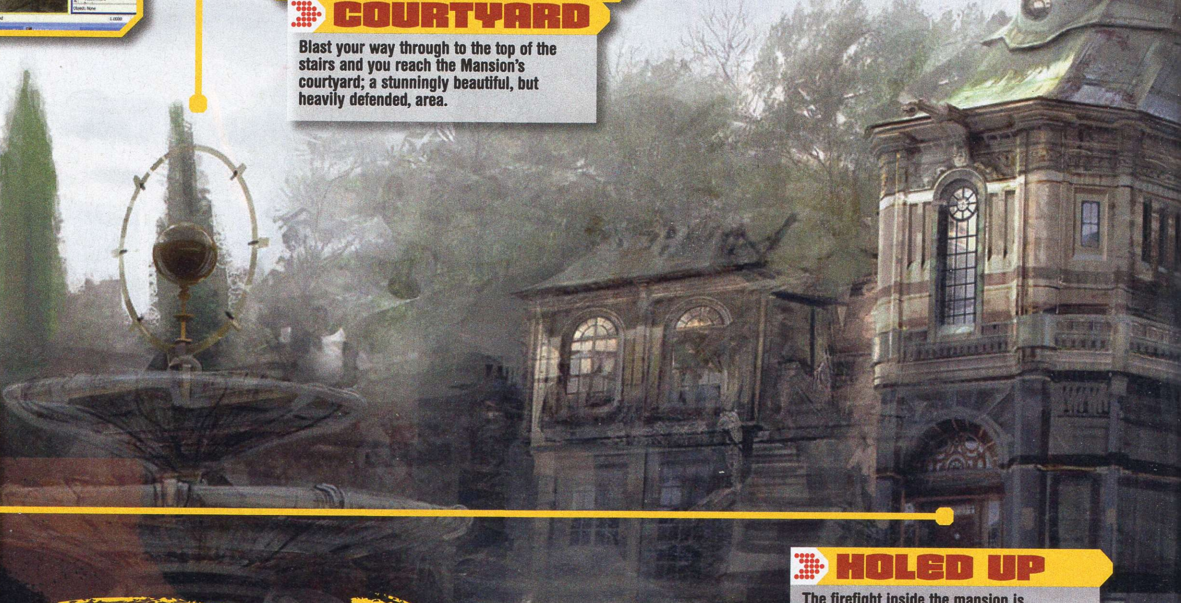
LEVEL UP

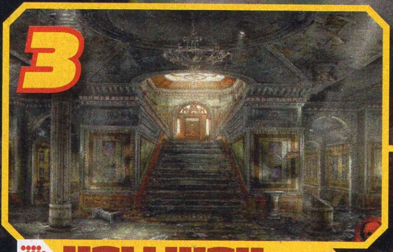
This screen is the *Gears of War* level editor in action. In this case it shows the construction of the level itself, showing where enemies and items are placed, as well as how events in the level are triggered. This scene is the opening of the level, a ferocious firefight at the stairs to Marcus's home.



COURTYARD

Blast your way through to the top of the stairs and you reach the Mansion's courtyard; a stunningly beautiful, but heavily defended, area.



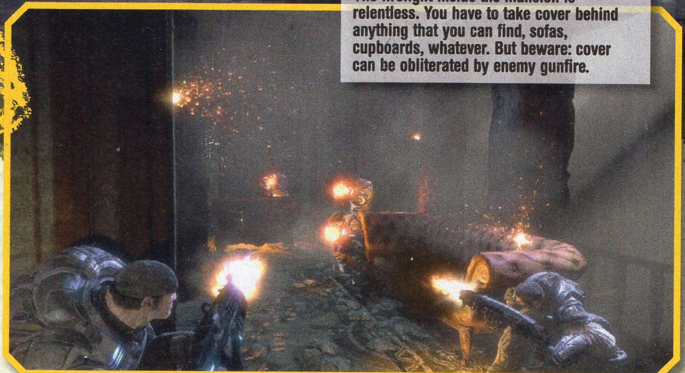


HALLWAY

Once inside, you can get down to the business of finding the basement. This concept art shows the kind of detail you can expect in the finished game. We know because we've seen it.

HOLED UP

The firefight inside the mansion is relentless. You have to take cover behind anything that you can find, sofas, cupboards, whatever. But beware: cover can be obliterated by enemy gunfire.



before.

This attention to detail, of making things look believable, is extended to the gunfights themselves. Standing out in the open, spraying bullets at anything that moves is no longer an option – you're going to have to be cleverer than that.

The whole basis of *Gears'* combat works around cover. You have to find safe spots in the environment, which involves leapfrogging from point to point, while enemy bullets ricochet around your head like angry wasps. To help you, you have one to three super-intelligent squad mates which you can issue demands to. This means you can order them to concentrate their fire on specific targets, hold their ground or, more importantly, cover you while you make a mad dash for safety.

This is not exactly a revelation, after all, plenty of other games are doing the same thing. But when you see how fluid and graceful the cover to cover system works, and how independently your team mates can act, it'll make the likes of *Ghost Recon* and *Full Spectrum Warrior* look like a posse of OAP's picking up their weekly pension.

SHARP SHOOTING

You're always supported by Dom, your best friend in the game (he can be taken over by a second player at any point) but you frequently get your numbers boosted by extra characters during the game.

These guys aren't stupid. Ever cringed when you've seen dumbass squad mates getting stuck behind a crate, walking into grenades or just bumbling around, wondering where they left their brains? Those days are over as far as *Gears of War* is concerned, as your team mates are completely self sufficient, taking cover effectively and actually joining in with skirmishes as they should.

They're so good, in fact, that the order system is actually more of an 'override' system. The AI is so advanced that you can let your squad get on with things, but you have the option to override their actions and

THE GOD OF WAR CONTINUED

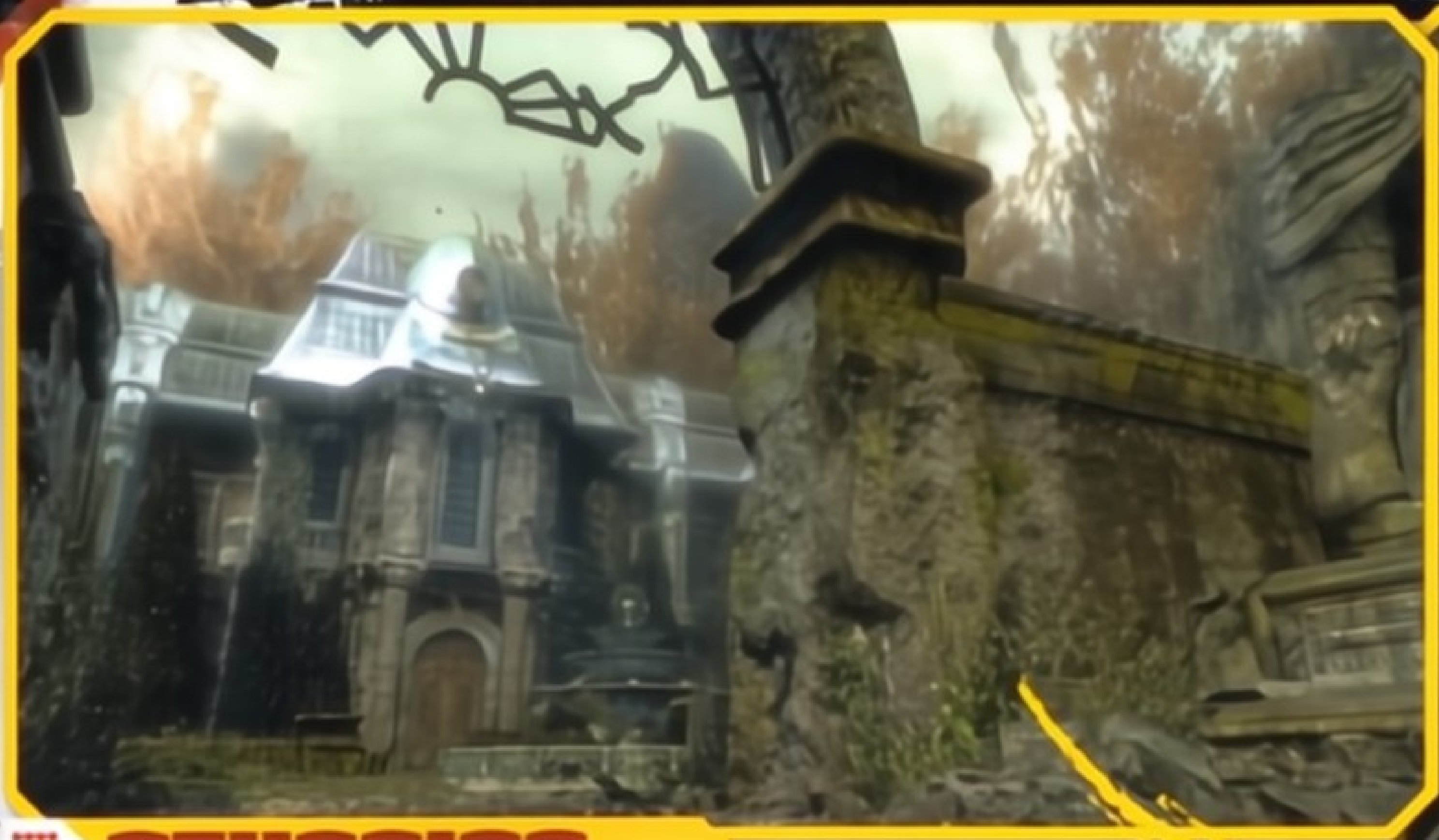
gameplay wise, that you wouldn't have been able to achieve before?

The biggest advancements we've made are in the animation. You have your character in front of you the entire game, so you want him to behave realistically, you want him to move properly, and be as detailed as possible. The fact that we can now do this really helps with how believable the experience is. Other than that, Live will really help your overall experience with the game – on top of the usual stuff like Achievements and versus modes, is co-op, an area where the game really comes to life...

GM How does the co-op work?

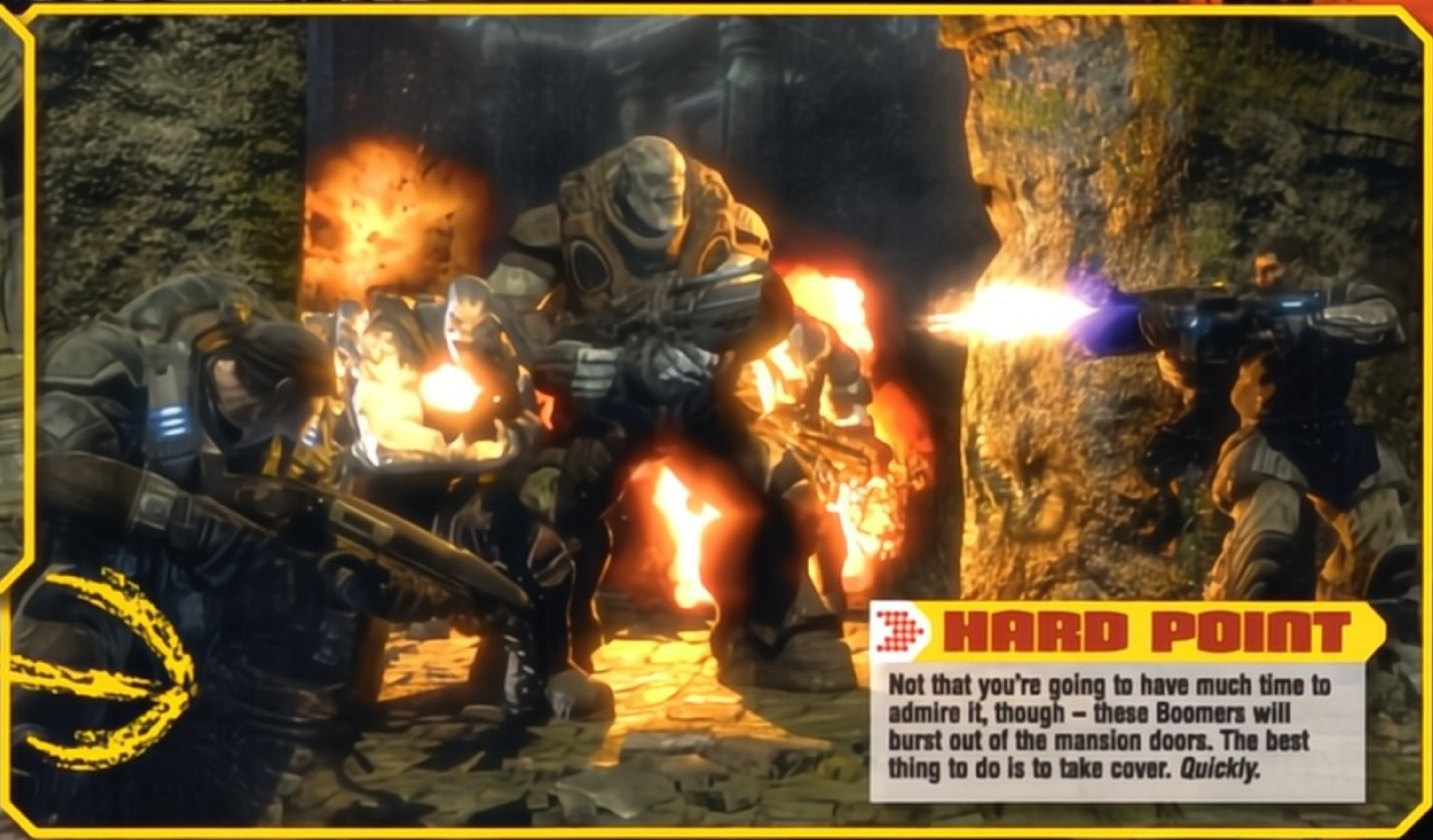
It's a straight two-player co-op. Say you're playing through a section of the game and you're finding it pretty tough, you can enlist human help at any point in the game (both in split-screen and over Live). It's also a big help between more hardcore and casual gamers. So if I go to a city I've never been to, I like to have someone I know guide me through it – this is something we can do in the game. You can jump into someone else's game, help them out, show them where all

Our first sight of the 'Hollow' – it's where the Locust come from.



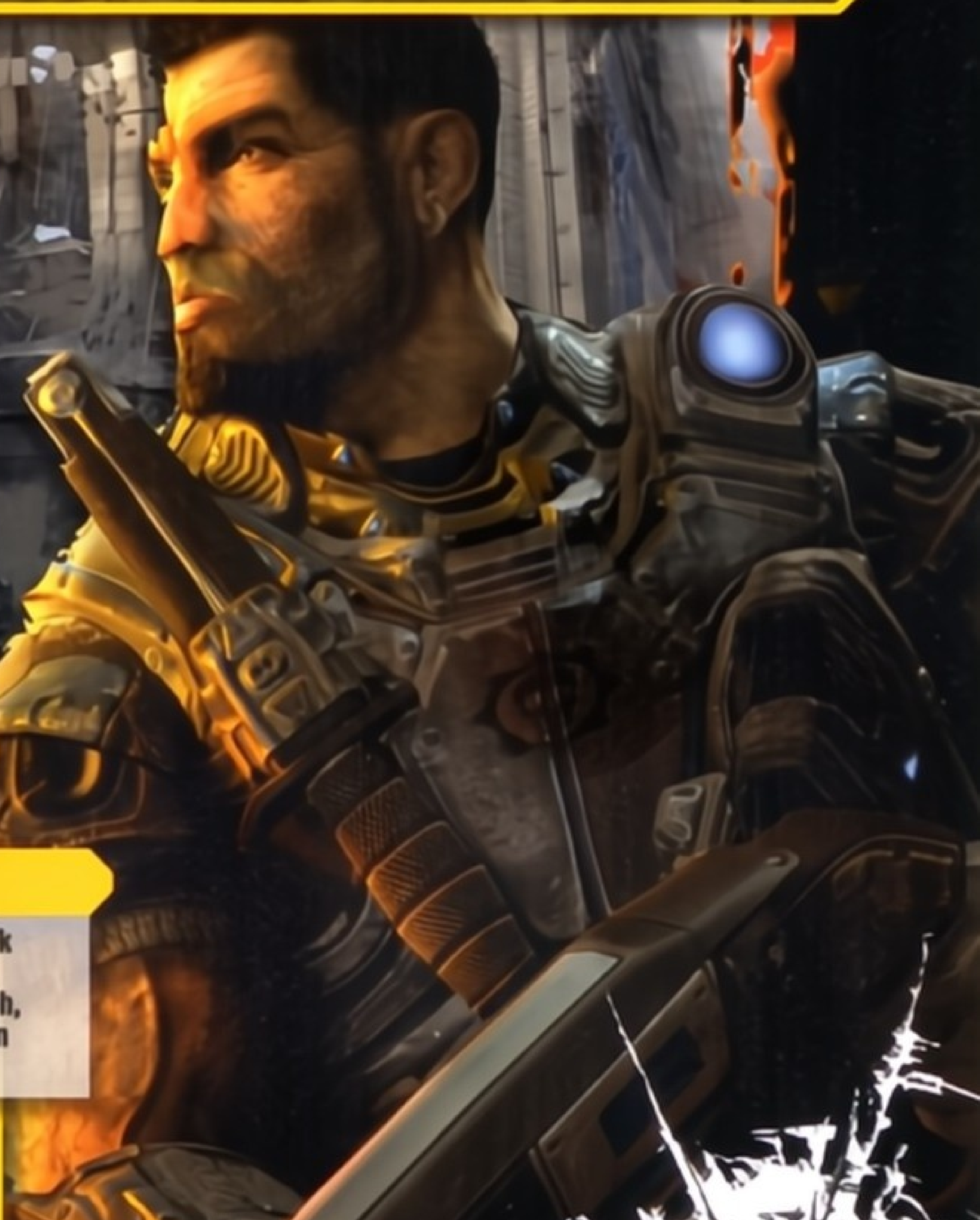
STUNNING

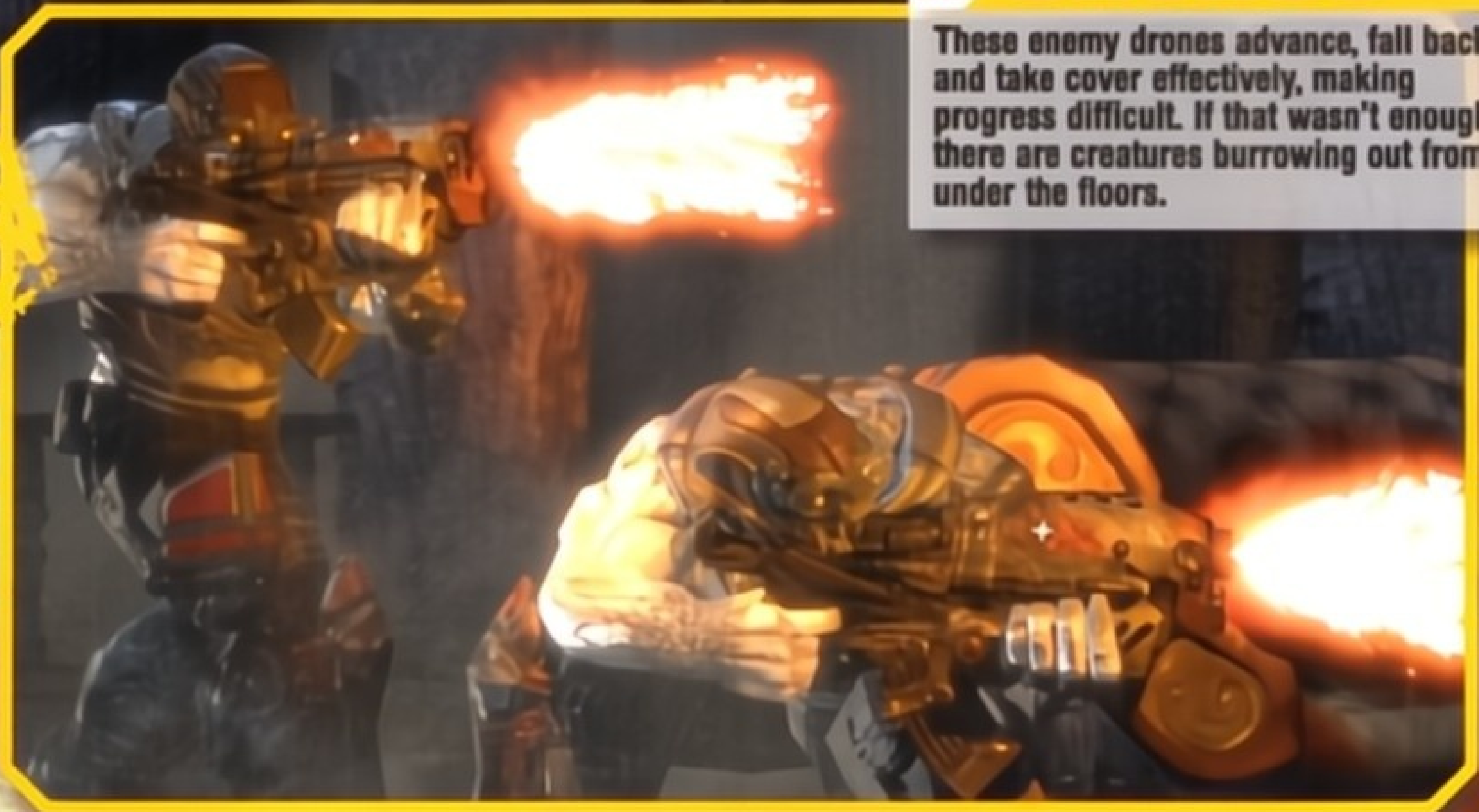
This, believe it or not, is an actual screenshot. The detail absolutely amazing, boasting the kind of realistic textures most games can only dream of.



HARD POINT

Not that you're going to have much time to admire it, though – these Boomers will burst out of the mansion doors. The best thing to do is to take cover. *Quickly.*





SAVAGE

These enemy drones advance, fall back and take cover effectively, making progress difficult. If that wasn't enough, there are creatures burrowing out from under the floors.

focus on something that you want them to do – it's more of an extra choice, adding another level of depth – not an absolute necessity.

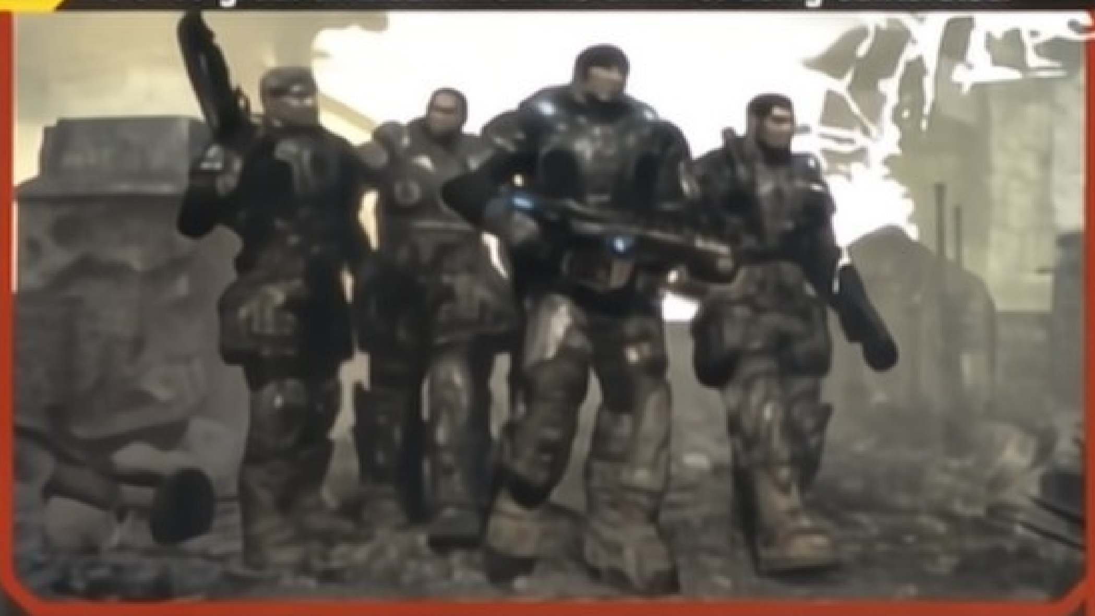
Likewise, the enemy are just as smart. They're intelligent, ruthless and savage – not your typical game enemies at all. They have a definite survival instinct, too – taking cover and falling back when the going gets tough, which makes watching their bodies spurt globules of blood with each bullet impact all the more strangely satisfying.

GEARS OF PHWOAR

There's no doubt that *Gears* is going to be very important to 360 this year. *Halo* 3 may just be a speck on the horizon at the moment, but *Gears of War,* despite being a different kind of game, is more than big enough to fill it's boots.

It might not be as well recognised a name as Bungie's shooter, but the super-high production values are there, the attention to detail is there and the amount of thought and effort that's gone into crafting it is enough to make our heads hurt. From what we've seen so far, Master Chief is going to have to watch his back because *Halo's* days of being the king of Xbox could be numbered…

Much of the game is build around the idea of ruined beauty: a once great civilisation on the brink of being obliterated.

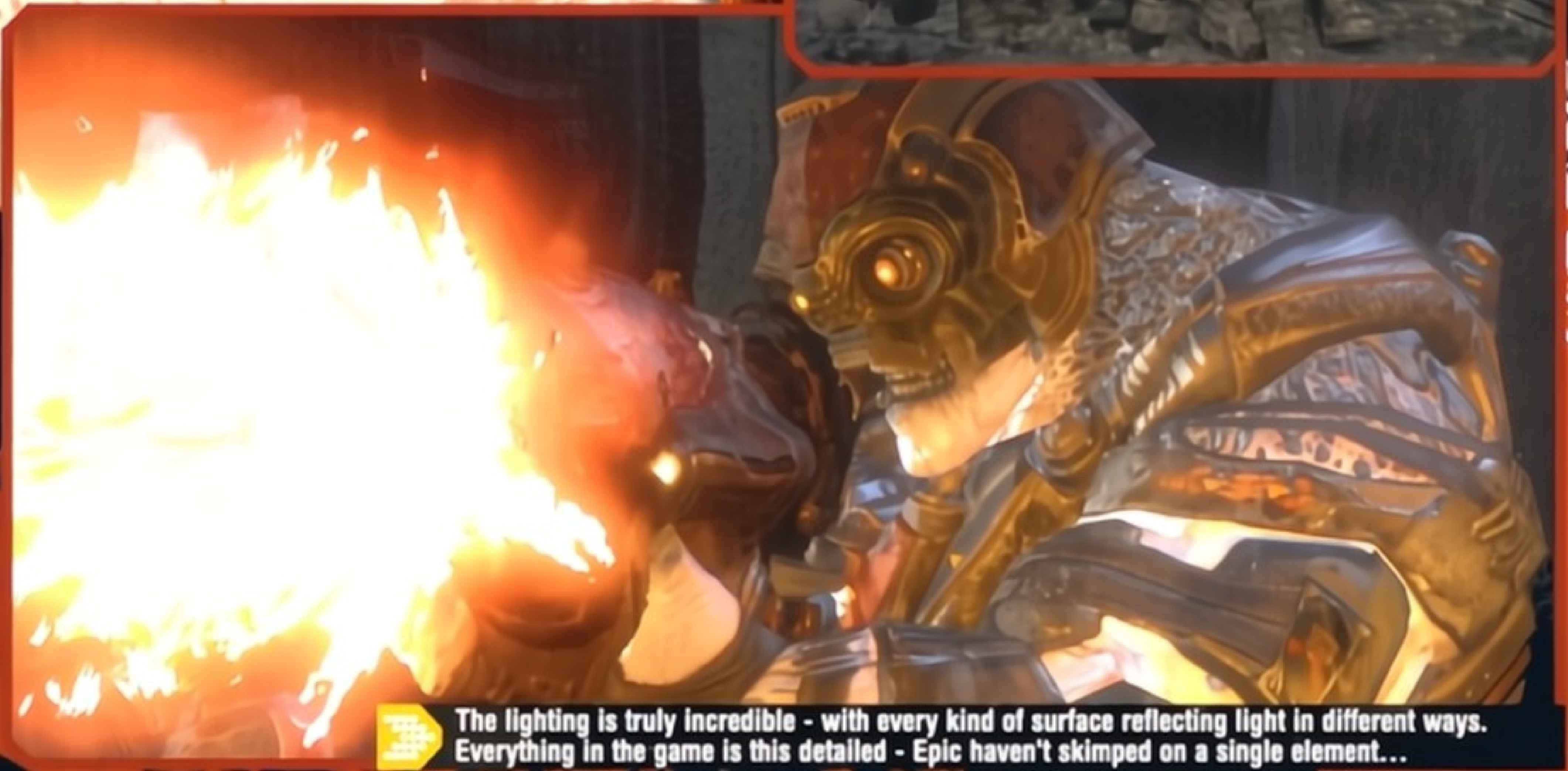


the cool stuff is, things like that.

Epic are famous for the *Unreal* first-person shooters – how has your experience with these games helped you shape *Gears of War?*

Well, obviously, making the multi-player is going to be a much easier process – and we certainly know how to make a shooter now. But in terms of *Gears*, we've actually flipped a lot of the ideas from *Unreal* on their head.

Take jumping: Once you get rid of that mechanism, aspects of creating a game get much easier – how many of us really enjoy falling to their death for example? We're getting rid of all that, and we're focusing on the combat, using the environment, allowing players to do that without having to worry about falling off a ledge.



The lighting is truly incredible - with every kind of surface reflecting light in different ways. Everything in the game is this detailed - Epic haven't skimped on a single element…

METROID PRIME HUNTERS

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REVIEWS ED

KATH BRICE

FIFA Road to World Cup been giving you nightmares? Then you can all breathe a sight of relief – *FIFA World Cup 2006* is finally here, and it's delivered a surprisingly good game of footie. You can find out what Rob thought about it over the page. Elsewhere, the PSP has found its feet again, with a pair of surprisingly strong adventures, in *Syphon Filter* and *Daxter*. As for me? Well, when I haven't been doing housework in *Chibi Robo*, I've been practising the ancient art of bashing people in the face with a riot shield…

GM REVIEWS GURRANTEE

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- We show and tell you more about a game than any other mag or web site. No one else crams as much in.
- Games are expensive. We want to make sure you never buy a bad one.

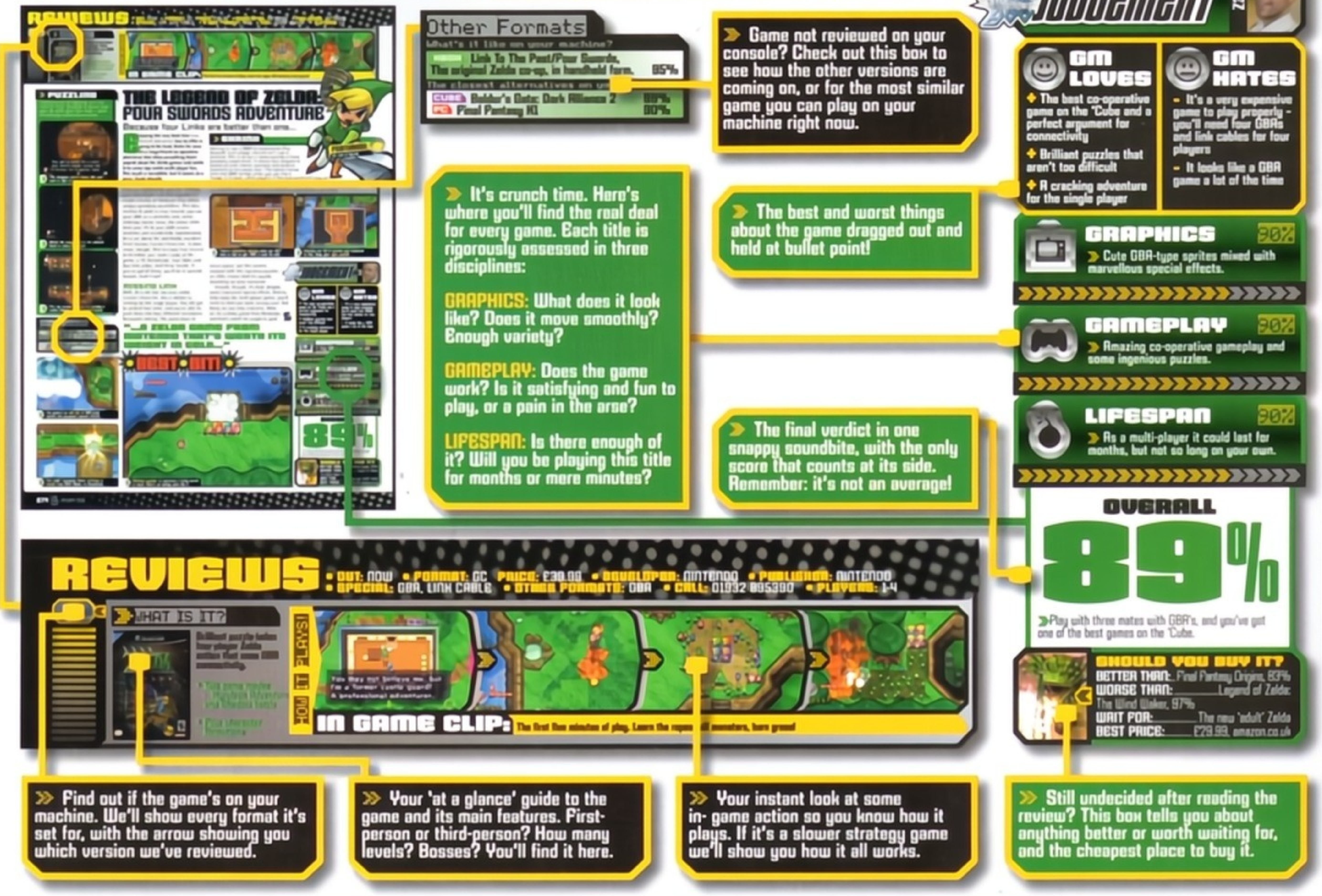
Urban Chaos p64
Rampaging street violence, controlled by gunishment

SOCOM 3 p68
Can Sony's squad-based shooter hit the mark?

Chibi Robo! p58
Does Nintendo's robotic housework sim clean up?

HOW GM'S REVIEWS WORK

Here's a guided tour around the only reviews you should trust.


REVIEWS
THE LEGEND OF ZELDA: FOUR SWORDS ADVENTURE
BEST BIT!
89%
Other Formats
What's it like on your machine?
Link To The Past/Four Swords. The original Zelda co-op, in handheld form. 85%
The closest alternatives on your machine
CUBE Baldur's Gate: Dark Alliance 2 89%
PC Final Fantasy XI 80%
JUDGEMENT
JEZ
GM LOVES
The best co-operative game on the 'Cube and a perfect argument for connectivity
Brilliant puzzles that aren't too difficult
A cracking adventure for the single player
GM HATES
It's a very expensive game to play properly – you'll need four GBAs and link cables for four players
It looks like a GBA game a lot of the time
GRAPHICS 90%
Cute GBA-type sprites mixed with marvellous special effects.
GAMEPLAY 90%
Amazing co-operative gameplay and some ingenious puzzles.
LIFESPAN 90%
As a multi-player it could last for months, but not so long on your own.
OVERALL
89%
Play with three mates with GBA's, and you've got one of the best games on the 'Cube.
SHOULD YOU BUY IT?
BETTER THAN: Final Fantasy Origins, 83%
WORSE THAN: Legend of Zelda: The Wind Waker, 97%
WAIT FOR: The new 'adult' Zelda
BEST PRICE: £29.99, amazon.co.uk
REVIEWS
OUT: NOW • FORMAT: GC PRICE: £39.99 • DEVELOPER: NINTENDO • PUBLISHER: NINTENDO
SPECIAL: GBA, LINK CABLE • OTHER FORMATS: GBA • CALL: 01932 895300 • PLAYERS: 1-4
WHAT IS IT?
HOW IT PLAYS!
IN GAME CLIP:

» Game not reviewed on your console? Check out this box to see how the other versions are coming on, or for the most similar game you can play on your machine right now.

» It's crunch time. Here's where you'll find the real deal for every game. Each title is rigorously assessed in three disciplines:

GRAPHICS: What does it look like? Does it move smoothly? Enough variety?

GAMEPLAY: Does the game work? Is it satisfying and fun to play, or a pain in the arse?

LIFESPAN: Is there enough of it? Will you be playing this title for months or mere minutes?

» The best and worst things about the game dragged out and held at bullet point!

» The final verdict in one snappy soundbite, with the only score that counts at its side. Remember: it's not an average!

» Find out if the game's on your machine. We'll show every format it's set for, with the arrow showing you which version we've reviewed.

» Your 'at a glance' guide to the game and its main features. First-person or third-person? How many levels? Bosses? You'll find it here.

» Your instant look at some in- game action so you know how it plays. If it's a slower strategy game we'll show you how it all works.

» Still undecided after reading the review? This box tells you about anything better or worth waiting for, and the cheapest place to buy it.

GAMES MASTER GOLD AWARD

» GM's badge of gaming greatness is only given to classic games. If a game gets one of these it's an essential purchase.

THE SCORE

90 TO 100%
Tippety top cream of the crop. If you own the console, buy this!

80 TO 89%
A great game. If you like the sound of it, you should get it in.

70 TO 79%
Neat enough but a little lacking. Still, if you really must have it…

60 TO 69%
A game scuppered by an annoying flaw or two. Shame.

50 TO 59%
Above average but only just. Spend your cash elsewhere.

40 TO 49%
Quite simply not very good. We played it – we didn't like it.

30 TO 39%
Oh dear. Perhaps the programmers should play some 'games'.

20 TO 29%
What the…?! This looks awful and plays awful as well.

10 TO 19%
Not a videogame at all but a device of mental torture.

0 TO 9%
Like dangling your diddlies in a mincing machine.

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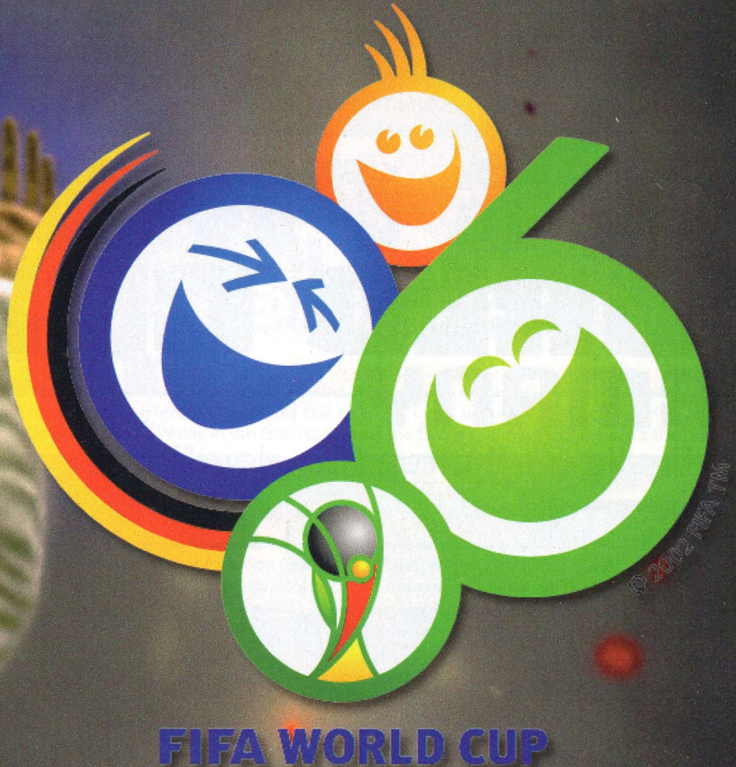


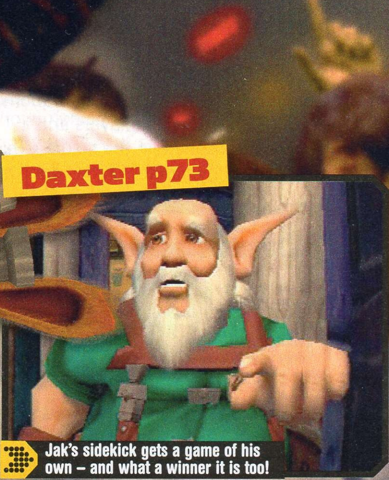
FIFA WORLD CUP GERMANY 2006

At last! A footie game worthy of the cup itself! Massive review over the page...

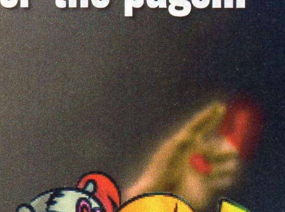
Final Fantasy 12 p72

An astoundingly good return to form for this classic RPG.

Daxter p73



Jak's sidekick gets a game of his own – and what a winner it is too!



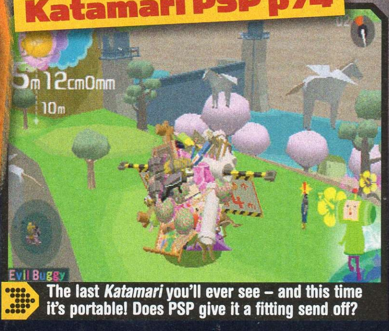
Bust-a-Move p70

Puzzle classic's inevitable appearance on PSP

Odama p76

Pinballing, meets Real-Time Strategy. Very, very, odd...

Katamari PSP p74



The last *Katamari* you'll ever see – and this time it's portable! Does PSP give it a fitting send off?

Syphon Filter p65

From poor-man's *Splinter Cell*, to one of the PSP's best games!

Dragon Quest p60

Broccoli intimidates the enemies!

So popular in Japan, it sells millions in a couple of days! And it's finally here! God bless RPGs!

OUT: NOW • **FORMAT:** PS2, XB 360 • **PRICE:** £39.99 / £49.99
DEVELOPER: EA • **PUBLISHER:** EA • **ONLINE:** CO-OP, VERSUS
OTHER FORMATS: XB, GC, PC, PSP, DS, GBA • **WEBSITE:** HTTP://EASPORTS.CO.UK • **PLAYERS:** 1-8

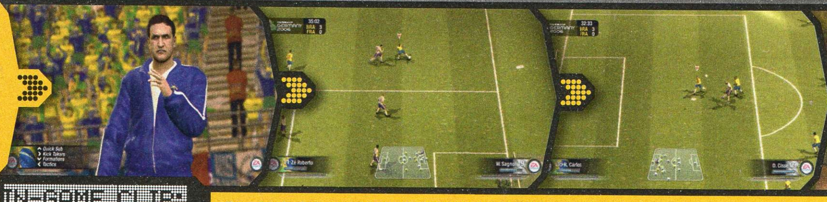
WHAT IS IT?

The official game of the *2006 FIFA World Cup*. Crikey, has it really been four years?

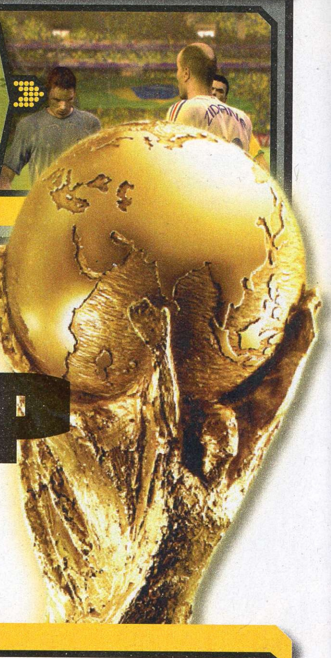
- 127 teams
- All 12 official stadia
- 40 Global Challenges

HOW IT PLAYS!

IN-GAME CLIP:

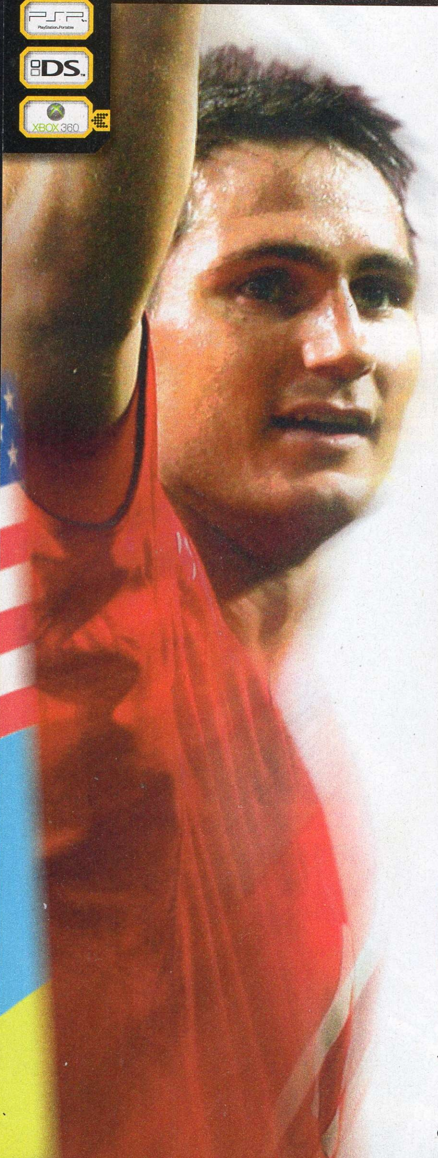


Parreira looks on as his boys from Brazil cane the Frenchies.



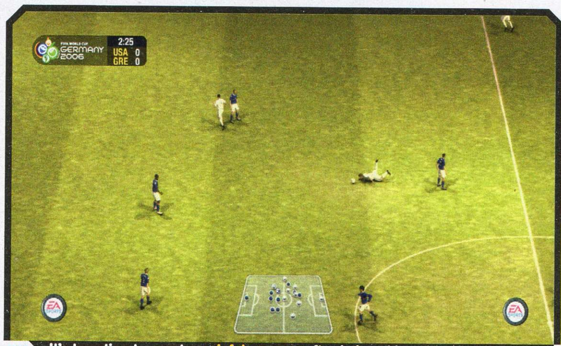
2006 FIFA WORLD CUP GERMANY

Is *FIFA* finally on the road to glory?

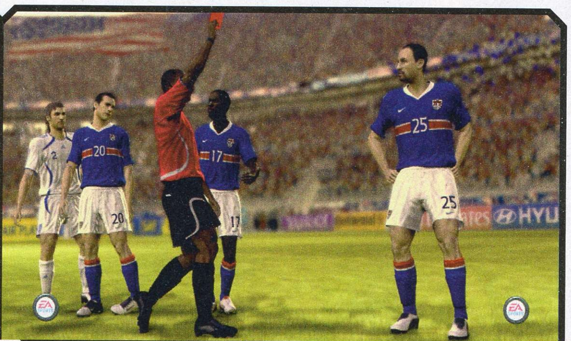


FOUL PLAY

Savvy new refs will let play flow to the best of their abilities, but any reckless Vinnie Jones-style hacking and you'll soon be in hot water (i.e. an early bath). Alas, you still can't dive to earn fouls like you could in the halcyon days of *FIFA 98*. Stick it back in, EA!



It's tempting to exact a painful revenge after being skinned by a nippy winger, but try to control your rage (and your feet)...



...because it all too often ends in tears. And this is only the third minute of the game! You don't want to be a man down before you've even got started.

Remember Baddiel and Skinner singing (extremely badly) about "Thirty years of hurt" during their classic England anthem *Three Lions?* That's how we feel about EA's *FIFA* series – it feels as if it's been *that* long since we played a semi-decent version of the series.

Our main beef with their last attempt, *FIFA 06*, was that the game seemed determined to market itself as the arcadey, pick up and play equivalent of the tactical masterclass that is *PES*. Sadly, it wasn't actually all that *fun*, and the dismal gameplay and predictable AI meant *FIFA's* fate as a fallen giant was all but sealed in our eyes.

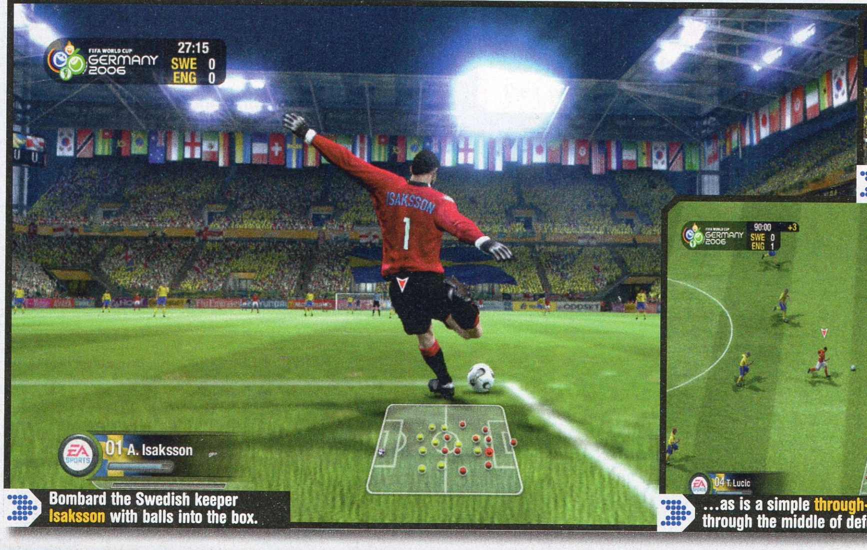
BOOT CAMP

EA has obviously taken note of all the criticism directed at the game, and the result is *FIFA WC* – the best soccer game (that isn't *PES)* we've played in ages. Thank god for that.

Lots of new ideas, from the subtle to the overt, fill the rich gameplay in *FIFA WC*. The PS2 version is superb, but on 360 it borders on the sublime. From the *Match of the Day*-style match intros to the dynamic replays, mad celebrations, magnificently detailed players and a carnival atmosphere in the stadia – this is presentation dynamite. EA has done a

HOME SWEDE HOME

The English always seem to have a heck of a time beating the Swedes in a major tournament, with their last failure coming in the group stages of World Cup 2002. We use this game to work out where Sven's boys have been going wrong, and what tactics they might want to apply to be in with a chance of mashing the Swedes and finishing top of Group B...



Bombard the Swedish keeper Isaksson with balls into the box.

Try breaking quickly from corners, it's another good trick to use...

...as is a simple through-ball through the middle of defence.

GLOBETROTTER

As well as the Finals, you can play *any* qualifier that takes your fancy.

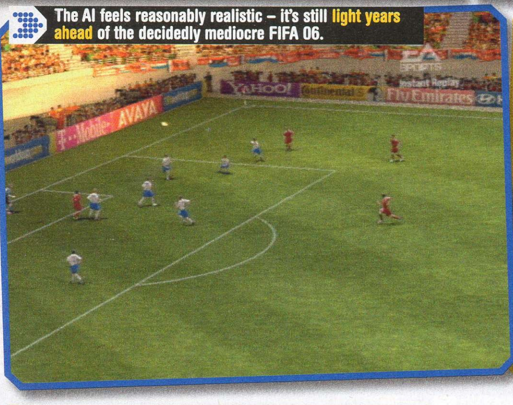
Play as Viduka, Kewell and co. from Australia.

You could try Nakata from the Land of the Rising Sun...

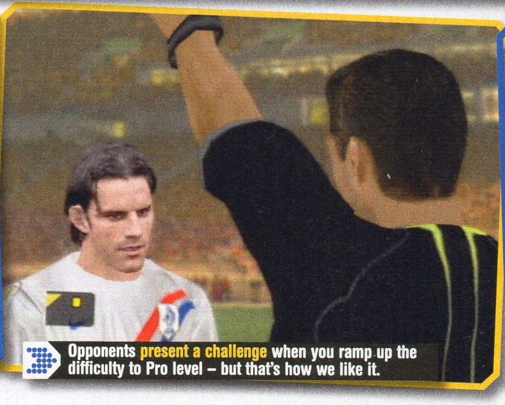
...or help Mark Gonzalez's Chile beat the cheating Argies.

PS2 WORLD CUP

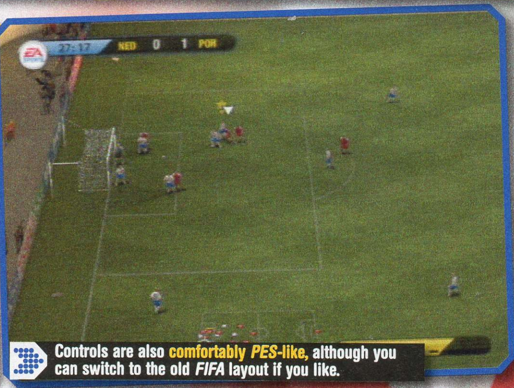
Although it lacks the technical sparkle that makes the 360 version as much of an event as a game, PS2 *World Cup* is actually by far the more playable of the two versions. Controls feel wonderfully intuitive, and the animation is top class.



The AI feels reasonably realistic – it's still light years ahead of the decidedly mediocre FIFA 06.



Opponents present a challenge when you ramp up the difficulty to Pro level – but that's how we like it.

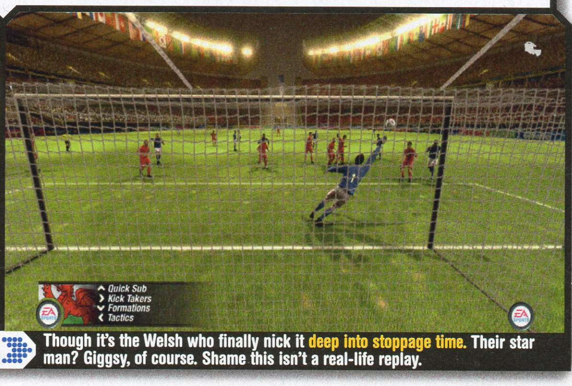


Controls are also comfortably *PES*-like, although you can switch to the old *FIFA* layout if you like.

DRAGON'S DEN

For those Irish, Welsh and Scottish readers feeling left out by all this talk of World Cups, we played a round robin to discover the top Home Nation team. With the Republic going out to Wales in the first round and the Scots grabbing a bye, here's the final...

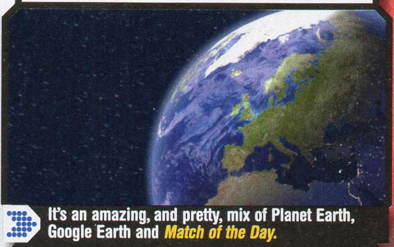
Both teams are more interested in scrapping than actually keeping the ball on the deck and playing footy. Hardly surprising, given the circumstances.



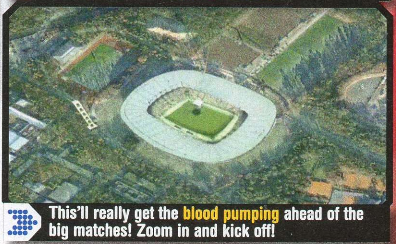
Though it's the Welsh who finally nick it deep into stoppage time. Their star man? Giggsy, of course. Shame this isn't a real-life replay.

SPACE, MAN

Matches kick off with the camera zooming from space into the stadium.



It's an amazing, and pretty, mix of Planet Earth, Google Earth and *Match of the Day*.



This'll really get the blood pumping ahead of the big matches! Zoom in and kick off!

> "WITH A CARNIVAL ATMOSPHERE IN THE STADIA, THIS IS PRESENTATION DYNAMITE"

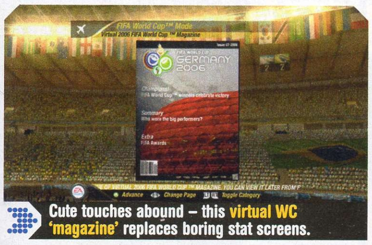
top-notch job capturing the essence of the World Cup, *the* biggest event in the entire sporting calendar.

New shooting mechanics mean that instead of using your power bar to place strikes, you'll instead determine the *angle* of a shot by holding down the shoot button. It's a vastly improved method, and results in some realistic-looking screamers. Factors like how closely you are now marked and distance from goal also play their part, so take care to wander into space before unleashing that killer blow.

BLAST MASTER

We soon noticed that goalmouth action was more dynamic, so shots often cannoned back off the crossbar or were tipped onto the post by keepers only to be blasted into the back of the net by our strikers. We also fell in love with the wicked pre-emptive slide tackles, whether it was hurtling in at pace to prevent a certain corner or dramatically robbing an attacker of possession before setting off on a speedy counter attack. It all helps get the adrenaline pumping. We're even happy with the concept of the outrageously talented star players. Give the ball to a Rooney, a Zidane or a Henry and you'll feel invincible. Okay, so you'll still have to be handy with a control pad to whiz past the opposition, but the concept succeeds in conveying the irrepressible feeling that you're controlling a genius.

It's notoriously difficult to produce a realistic footballing experience, so *GM* has always felt that the biggest test of a game's footy brain is when you're not

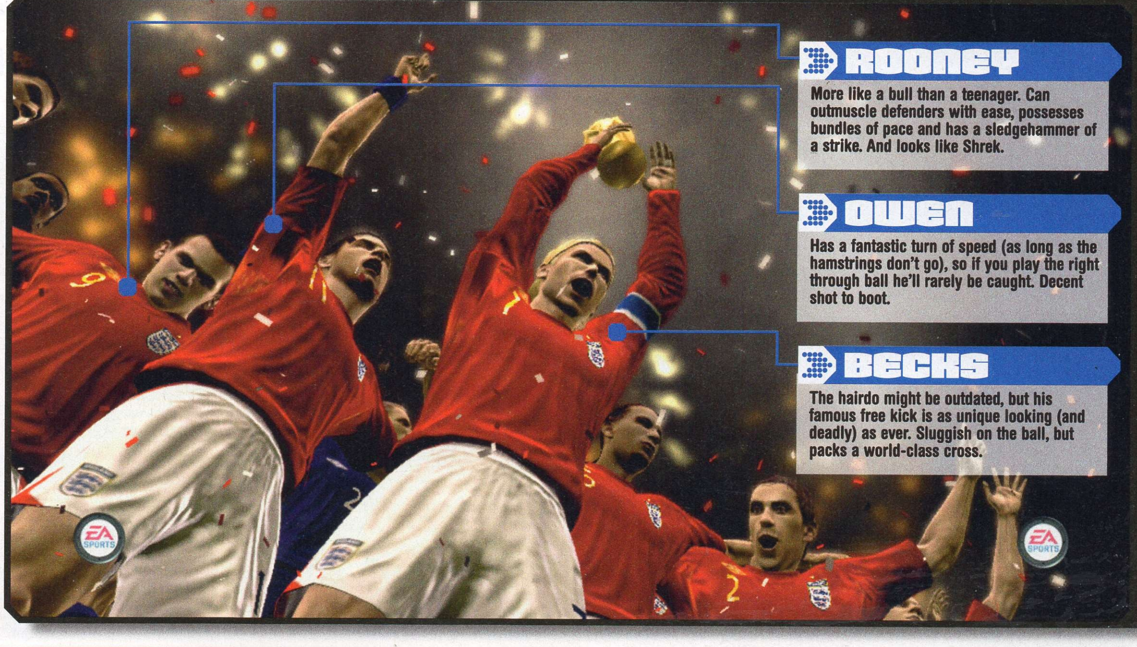


Cute touches abound – this virtual WC 'magazine' replaces boring stat screens.

This game looks so damn stunning, you don't even mind being caught offside.

STAR QUALITY

It wouldn't be an EA footy game without all the usual exaggerated abilities, would it? So all the usual suspects like Ronaldo, Ronaldinho, Zidane, Henry and Van Nistelrooy have enhanced abilities. Some are labelled Playmakers, others Dribble Kings, others Speed Demons... well, you get the drift. Basically, if a player has a bloody great star hovering over his bonce, he's likely to be a bit of a Fancy Dan in the skills department, so let him work his magic on the pitch.



ROONEY

More like a bull than a teenager. Can outmuscle defenders with ease, possesses bundles of pace and has a sledgehammer of a strike. And looks like Shrek.

OWEN

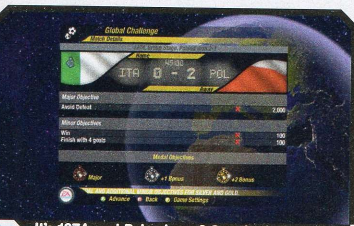
Has a fantastic turn of speed (as long as the hamstrings don't go), so if you play the right through ball he'll rarely be caught. Decent shot to boot.

BECKS

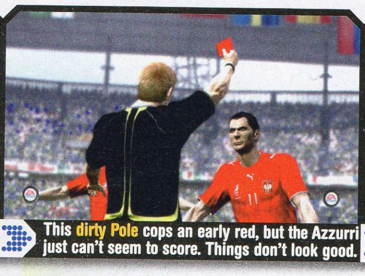
The hairdo might be outdated, but his famous free kick is as unique looking (and deadly) as ever. Sluggish on the ball, but packs a world-class cross.

GLOBAL WARNING

If you're tired of endlessly replaying qualifying and the Finals themselves, there's also a substantial scenario mode with a whopping 40 challenges. From trying to win it for England within the 90 at 2:2 in the 89th minute in the '66 Final to New Zealand having to net 13 goals against Fiji, there's something for everyone here.



It's 1974, and Poland are 2:0 up in the group stages. Can Italy turn it around?



This dirty Pole cops an early red, but the Azzurri just can't seem to score. Things don't look good.

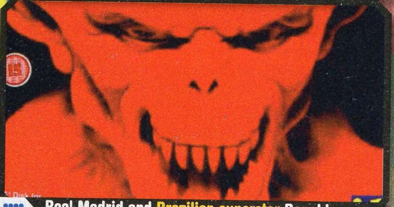
Despite hitting the post three million times, we only manage this late consolation.

Italy fail to rewrite history, and we net absolutely no 360 Gamer Points. Gutted.

RONALDO-OM

Ronaldo and this demon from *Ultimate Doom* – separated at birth?

The horrid, slavering maw of a Hellbeast, fresh from the darkest crevices of Hades.



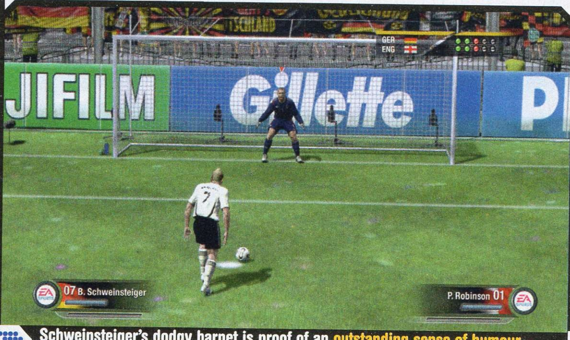
Real Madrid and Brazilian superstar Ronaldo, world-class striker and footie hero.

SPOT ON

FIFA's revamped penalty shootouts are super tense, as we found out when we took on the Germans... again!

It's Podolski vs. Robinson here. Come on, you Spurs!

Is he pulling a grim face, or blind in his left eye? You decide.



Schweinsteiger's dodgy barnet is proof of an outstanding sense of humour – he's immune from Robinson's clowning about.

Cole cracks under the pressure, and we get a terrible sense of déjà vu.

Argh, it can't be! Deutschland, Deutschland über alles – *again*.

in possession. Does the CPU test you? Are matches genuinely thrilling? After all, easy wins get boring fast.

While default difficulty is boredom central, the good news if that if you ramp difficulty up to Pro or World Class, *FIFA WC's* matches become close, tight-knit, exciting affairs. You'll even feel a genuine sense of apprehension when you're paired against powerhouse nations like France or Holland in the latter stages of a tournament. Zidane has to tools to humiliate you, and you won't catch the mercurial Cisse once he's got a yard on your defender. It's touches like this that bring a grin to our cynical faces.

NET PROFIT

Referees also tend to play advantage fairly intelligently, and there weren't too many occasions when we felt too hard done by – in marked contrast to *PES5!* It's refreshing not to have passages of play broken up every five seconds for some totally unremarkable foul.

Occasionally, a glaring lapse in the AI does pop up and spoil the illusion. We're talking ludicrously ineffective free kicks, punts into touch for no discernable reason and the odd strike on goal thwacked so high you'd think you were playing *Rugby 06*.

Some classy commentary from reliable punditmeisters Tyldesley and Townsend is also worth a mention, though it's still not as context-sensitive as you'd imagine for a next-gen product. When a simple catch from a backpass is described as "world class", that's just slack. Still, between them these two certainly conjure up an atmosphere that's almost as balmy as *that* famous night in Barcelona.

CUP CAKES

Gameplay feels smoother than it has in years on PS2, Cube and Xbox. Surprisingly, the 360 version (while redeeming itself through liberal amounts of eye candy) isn't quite as slick, given that EA appears to be using the same core engine to power all versions.

On 360, players (who admittedly look phenomenal up close) look oddly jerky and unrealistic from afar next to their current-gen equivalents, and seem to pass with all the finesse of Momo Sissoko. In the end, we actually found using the through ball to play the majority of our more elaborate passes was a much more successful method. No such problems on the current gen versions though.

For all its qualities, *World Cup 2006* isn't faultless. It's still frustratingly hard to keep shots down – especially when you're steaming in from outside the area. A similar problem applies to corners or volleys; even the most minuscule tap of

DUTCH DYNAMITE

We're not sure about you lot, but we've a sneaky feeling Holland are going to have a cracking World Cup this time round. To put our theories to the test, we ramped up *FIFA's* difficult level to World Class and took them on with our Brazilian team. Result? We'd rather not say. Oh, alright then. We lost. Van the man even ripped the mick out of our Brazilian lads by copying their camp dance. Hopefully this isn't a sign of things to come in June.

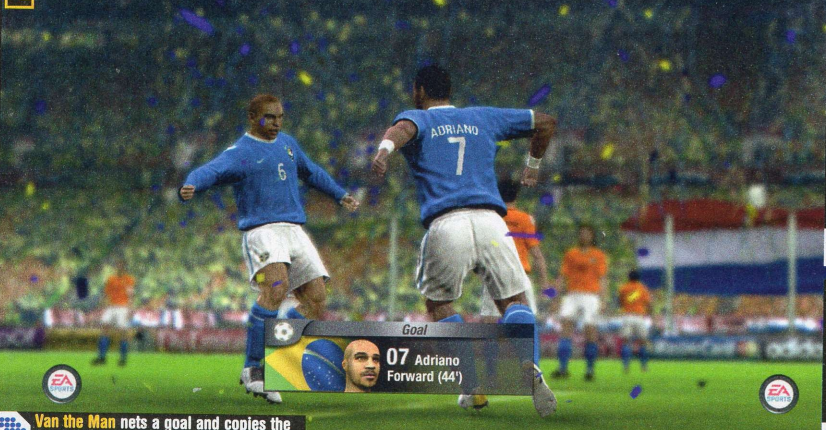
1

Adriano bags a goal after some intense early pressure.

But Holland pick up the pace and soon come right back into it...

...assisted by flagrant Nistelrooy play acting. The cheat.

2



Van the Man nets a goal and copies the Brazilians dance. What a nice chap.

Kuyt and Horseface make a formidable partnership.

CLASS ACT

Lineups are so well presented; you won't be hammering away on start to skip.

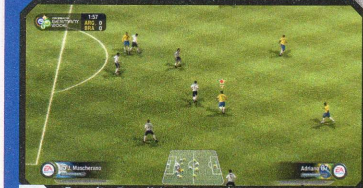
Even the dishing out of yellow and red cards has become a cinematic art form.

Silhouettes of celebrating supporters adds to the boiling cauldron of atmosphere.

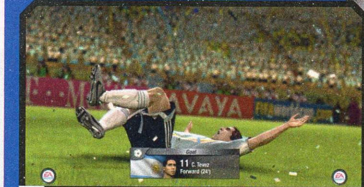
They even shed virtual tears when their World Cup dream are cruelly pranged. Hah.

ARGIE BARGY

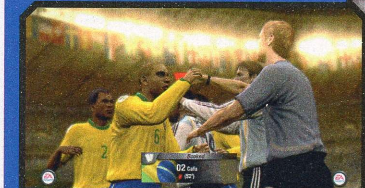
No World Cup footy review would be complete without a Battle Royale between fierce rivals Brazil and Argentina. *GamesMaster* plays out one of July's potential finals.



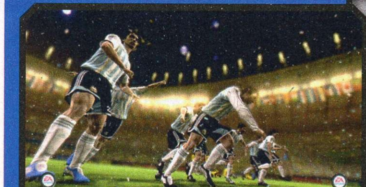
Despite Brazil having an edge in terms of talent, the Argies battle hard…



Culminating in a blinding strike from bull-like teenager Carlos Tevez.



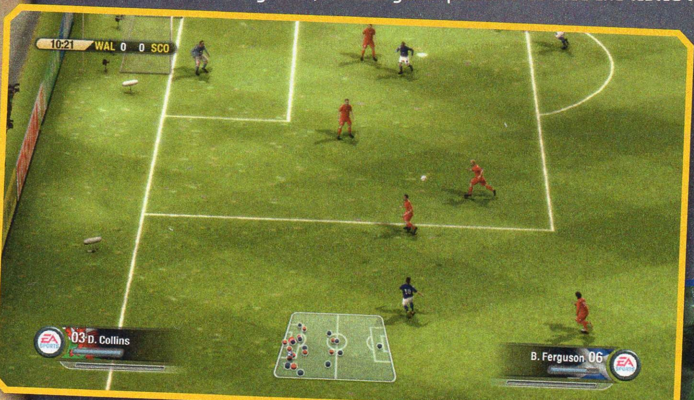
There's a bit of Argie-bargy later on (groan), and two sendings off ensue…



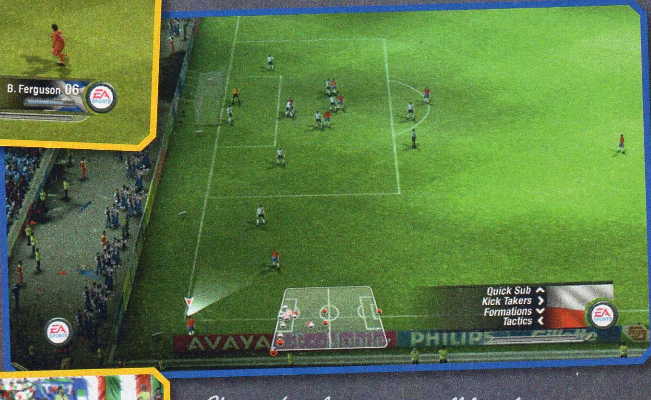
But the Samba boys equalise, only to fall in the shootout. An omen perhaps?

TALKING TACTICS

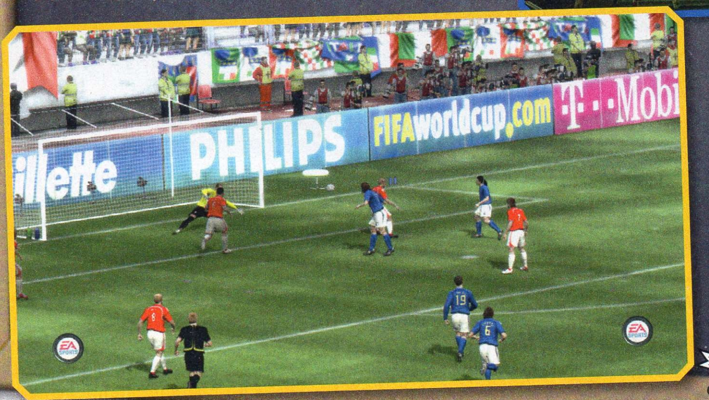
A much more arcadey kickabout that the hardcore sim that is *PES*, there are several ways to net 'easy' goals in the *FIFA* series. Just for you lot, Rob the gaffer presents his tried and tested tactics that'll land you the World Cup *whatever* nation you choose (yes, even the Welsh)…



Through-passes to wingers and overlapping full backs are absolutely deadly in World Cup 2006. Stick your paciest men out wide, get near the by-line (but not too close – the keeper will claim it easily) and aim to float crosses over at half strength. Chances are you'll get a header in and… Bang! One-nil!



Corners, while nowhere near as simple to score from as previous FIFAs, still provide a cracking opportunity to get your team on the scoresheet. Simply lofting one in is often an easy claim for decent keeps, so play it short and while the pass is travelling hold down your long pass button for a second or so. Voila – a deadly cross begging to be converted by your eagle-eyed strikers. Two-nil!



Shooting from long range is still largely a no-no in FIFA World Cup, unless you're having a pop using a Star Player like Rooney, Adriano or Shevchenko. Instead, wait until you're inside the area before tapping 'shoot' for a split-second. That should provide just enough angle to really test the keeper. Even if they get a hand to it, it'll often come straight back off a post or bar for an easy tap-in… Three-nil!

the shoot button results in the ball ballooning over the bar.

HOLY GRAIL

The lack of finesse when it comes to truly spectacular goals also grates. Although we bagged a few spectacular volleys, we're pretty sure it's technically impossible to score from 35 yards, never mind the halfway line! Even though it's recognised as more of a hardcore sim, *PES5* still boasts heaps more potential for bagging belters, so we'd like to see EA live a little in the next instalment. Tricks are also still a weak point, and don't seem particularly well implemented into the gameplay. Ho hum.

Rant over, then, because we certainly don't want to end what has turned out to be a surprisingly glowing review on a negative. There's little doubt that *FIFA WC* is a far superior game to both *06* and the execrable *Road to World Cup*. It also succeeds admirably in capturing the spirit of the planet's most loved tourney. Pelé, Diego and Bobby would be proud – take a bow EA. GM

"WE'RE SURE IT'S IMPOSSIBLE TO SCORE FROM 35 YARDS"

Other Formats

What's it like on my machine?

XBOX CUBE **Edge out 360 – just – in gameplay terms, but pale looks-wise.**

PC **Nowhere near as nice looking as the 360 version. Pity that.**

JUDGEMENT

NAME

GM LOVES

- + Gobsmacking presentation
- + 'Doing a Dudek' in shootouts
- + Lifting the Cup!

GM HATES

- - Some irksome AI
- - Iffy animation on 360
- - Weak passing engine

GRAPHICS 90%

Current gen versions look ace, but 360 makes the Beautiful Game look gorgeous.

GAMEPLAY 79%

Still undeniable room for improvement, but *FIFA* finally feels back on track.

LIFESPAN 84%

Qualification, World Cup heroics and stonking online – it's just superb.

OVERALL

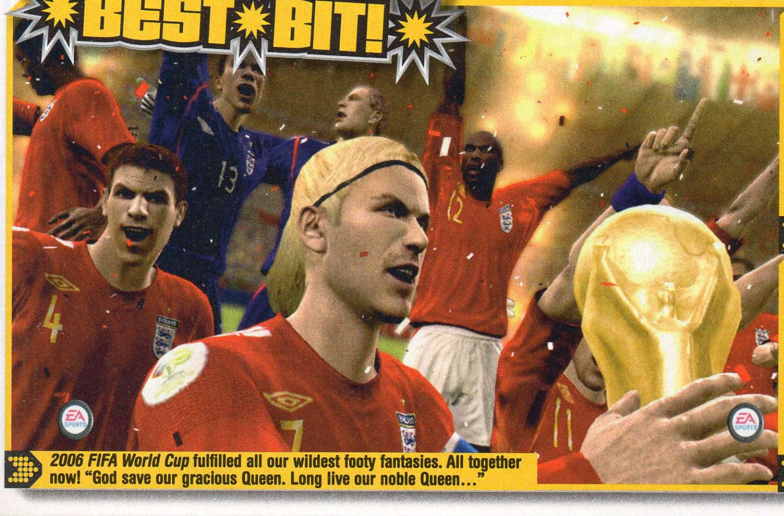
82%

More than just a top game – this is an *event*, and a blinding return to form for flailing *FIFA*.

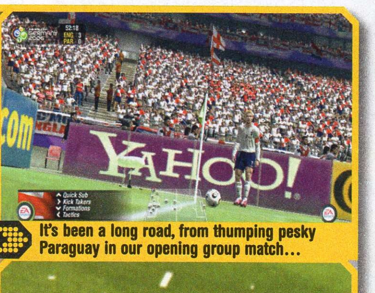
SHOULD YOU BUY IT?

BETTER THAN:……………… FIFA 06, 69%
WORSE THAN: ……………… PES 5, 96%
WAIT FOR:……………… FIFA 2007, Autumn
BEST PRICE:………… £29.99 (PS2) play.com

BEST BIT!



***2006 FIFA World Cup* fulfilled all our wildest footy fantasies. All together now! "God save our gracious Queen. Long live our noble Queen…"**



It's been a long road, from thumping pesky Paraguay in our opening group match…

…to crushing the Azzurri in the most one-sided Final since France '98.

- OUT: 26TH MAY
- FORMAT: GC
- PRICE: £39.99
- DEVELOPER: SKIP
- PUBLISHER: NINTENDO
- ONLINE: NO
- OTHER FORMATS: NONE
- WEB: WWW.CHIBI-ROBO.COM
- PLAYERS: 1

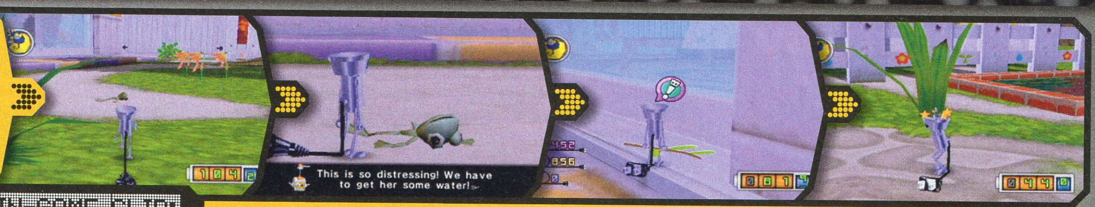
NINTENDO GAMECUBE

WHAT IS IT?

A unique adventure in which you play as a worker robot with the job of keeping his family home clean.

- Takes place entirely inside the family home
- Become the world's no. 1 worker bot

HOW IT PLAYS!



This is so distressing! We have to get her some water!

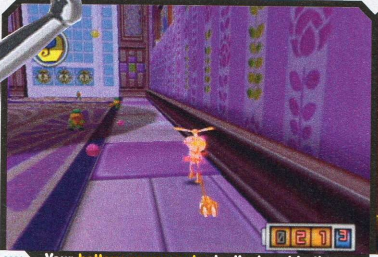
IN-GAME CLIP: Explore the house, talk to the different inhabitants then head off to find what they need… It's all in a day's work for Chibi.

CHIBI-ROBO!

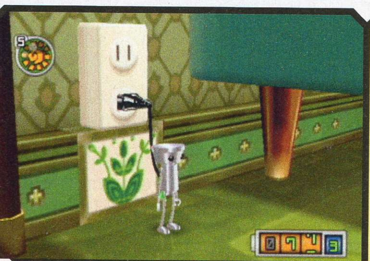
Can a small cute robot make even housework fun..?

POWER DRAINAGE

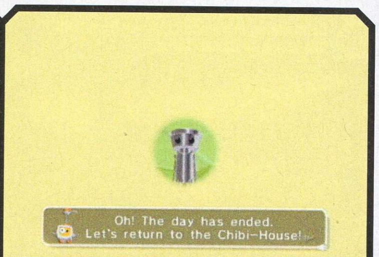
When you think about all the tasks that Chibi's responsible for, you've got to agree he's a pretty complex robot. And all that intelligence apparently requires a lot of battery. So when he starts flashing red, it's time to go charge up.



Your **battery power meter** is displayed in the bottom right of the screen.



It's so cute when little Chibi **picks up his plug** and sticks it in a wall socket to recharge.



Oh! The day has ended. Let's return to the Chibi-House!

At the end of the **day or the night**, you're abruptly returned to the Chibi-house, if you like it or not.

Robots who love doing household chores are most peoples' dream come true, although the closest we seem to have got so far are ones that imitate dogs or serve us drinks in swanky bars. Chibi-Robo – who you play as – is the future. He's a tiny robot, with a body like a TARDIS for storing sweet wrappers and wastepaper, and a love of scrubbing away at carpet stains.

Life as a house robot is a fairly demanding but rewarding experience. Your overall goal is to earn happy points by making your owners content. Being the lazy slobs they are, that's as easy as mopping up their spillages and fetching them a cookie when they're hungry.

HUMAN LEAGUE

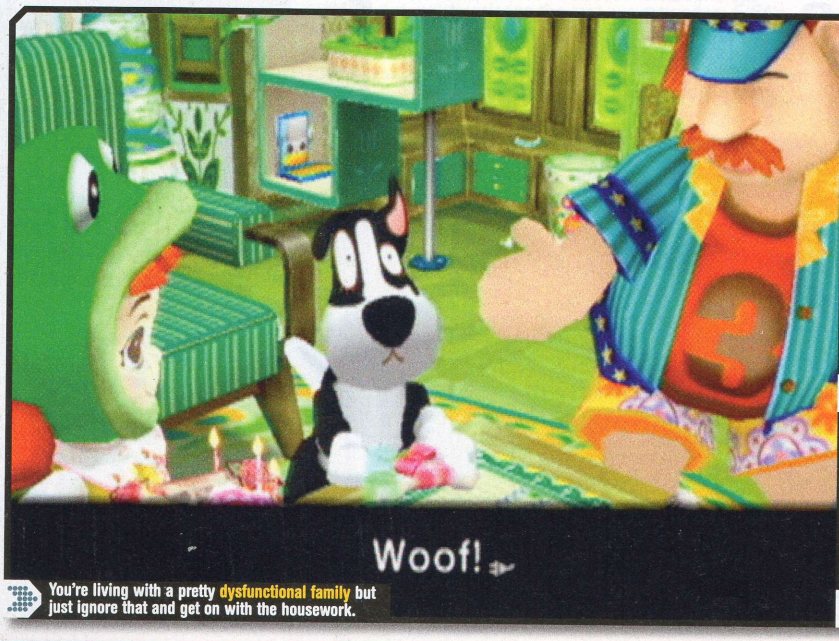
The more you do for the humans, the higher you rise in the robot rankings, with your manufacturers sending you prize incentives for being good. But as well as interacting and doing things for people, at night you do the same for the toys that come to life in the household when no-one's around to see them.

Chibi-Robo is an incredibly simplistic game to play. All of the action takes place inside the house and garden, the rooms are pretty sparse and there's not much going on. A typical day would see you moseying on out to the kitchen, finding a toothbrush to clean up the dog's paw-prints with, trotting back into the living room, finding a photo for some egg soldiers, returning to your Chibi-house, buying yourself a new Chibi-Blaster and firing a hole in the patio window.

> "AT NIGHT YOU LOOK AFTER THE TOYS WHO COME TO LIFE WHEN NO-ONE'S AROUND"

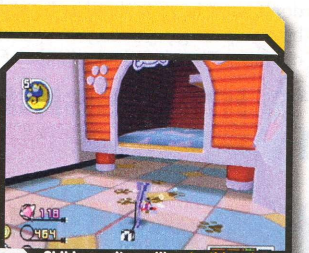
LIFE'S A CHORE

Chibi is bought as a birthday present for the little girl in the family (who dresses as a frog and only says the words 'ribbit' unless you're wearing a frog costume. Best not to ask...)

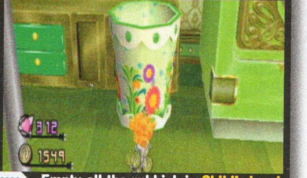


Woof!

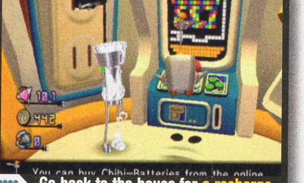
You're living with a pretty **dysfunctional family** but just ignore that and get on with the housework.



Chibi uses items likes **toothbrushes**, they're good for cleaning floors.



Empty all the rubbish in **Chibi's head** into the wastepaper basket.

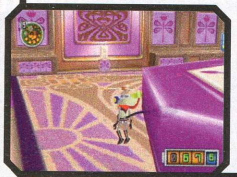


You can buy Chibi-Batteries from the online

Go back to the house for **a recharge** and to check your rankings.

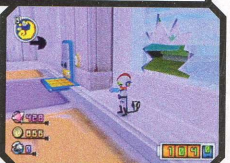
ROBOTICS

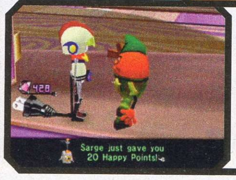
To gain access to different parts of the house, you need to collect items and buy new accessories in the shop with the money you've collected. The first item you'll get is the chibi-copter, which allows Chibi to glide down from high spaces without hurting himself. Then buying the chibi-blaster will let you shoot through the glass to get outside into the garden.



You need to activate the chibi-copter before jumping or you'll lose a load of valuable charge.

Chibi might be cute, but he can cause all sorts of damage when armed with a chibi-blaster.



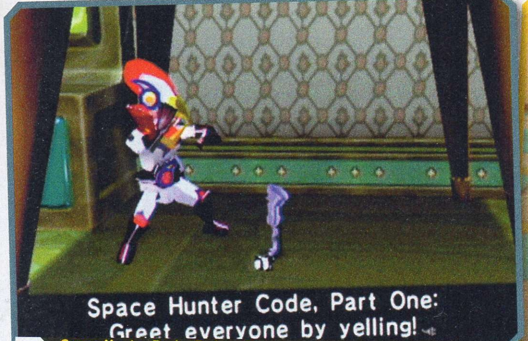


Sarge just gave you 20 Happy Points!

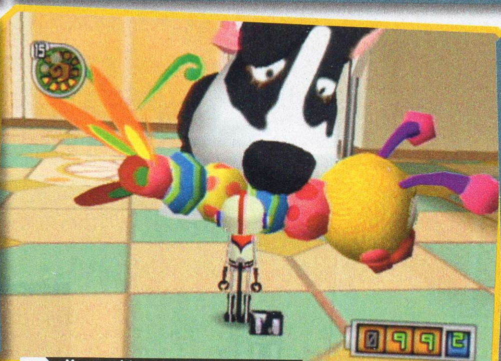
Carry out quests for the various characters in the house and they'll give you happy points and other rewards.

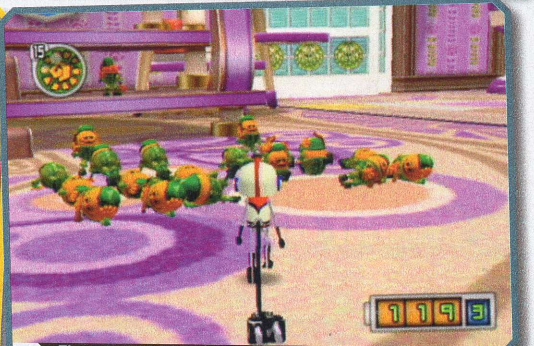
MEET THE FAMILY

A day/night cycle means you play through in the daytime, return to the chibi-house then go out into the house at night. During the day, you carry out tasks for the family, at night-time the house is taken over by the toys, which come to life.


Space Hunter Code, Part One:
Greet everyone by yelling!

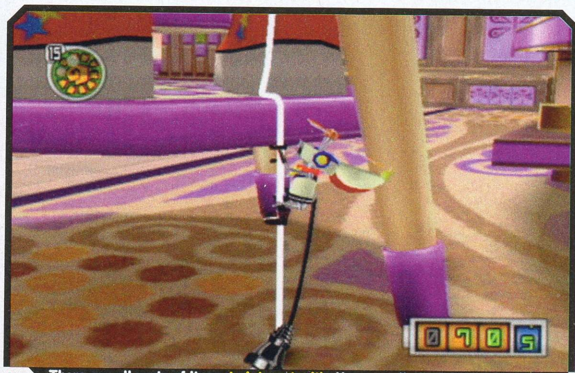
Space Hunter Drake Redcrest is a superhero toy. He gives you your first outfit that you can change into and pose in.

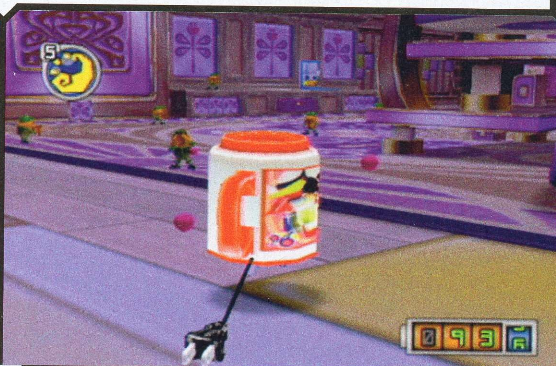

You need to carry out tasks for all the family – including **the dog**.


The **egg soldiers** start off trying to kill you but once you've won over their trust, they ask you to join their ranks.

ROBO-TREK

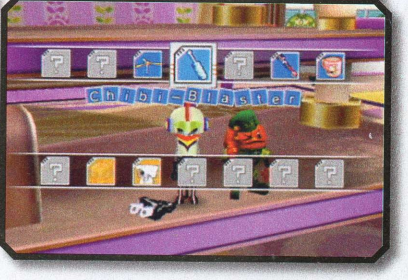
While it's not a platform game, there's a certain amount of navigating the house involved – you just need to push in the direction you want to jump or climb and Chibi does it automatically. There's also a context-sensitive action button that lets you pull out drawers.


There are all sorts of items **to interact with.** You can climb up things that have been casually left around the house to see if there's anything useful up there.


Chibi can use household items in all sorts of ways to his advantage. An innocuous looking mug from the kitchen makes a handy **disguise and shield.**

INSPECTOR

Stick your plug into certain sockets and you'll be transported to strange dimensions. You can shoot down spydorz robots to make utilibots that help you get around the house.



It's a low-pressure game to be played at a leisurely pace. It's made even more leisurely by the fact that although Chibi's manufacturers could have created a super intelligent, self-aware robot, they've given him the top speed of an ailing pensioner and the battery power of a knackered Nokia. Every few minutes, your battery power starts to run low and you need to quickly pick up your plug and shove it in the nearest wall socket to recharge. It's a smart idea but one that constantly gets in the way of exploring, as do the day/night cycles that warp you abruptly back to the Chibi-house at the end of each one.

HOME SWEET HOME

But accept *Chibi-Robo* for the sedate but endearing adventure that it is and you'll find plenty to enjoy. The way Chibi is three inches tall and has to make his way around the house by pulling out drawers to stand on, climbing shoelaces and traversing pieces of cutlery is well done.

Plus, the game does get more in-depth once you've stocked up on gadgets and need to search for ways to use them. The characters you meet in the game are genuinely humorous, too, and there are plenty of neat touches – like the way you can dress Chibi up in a range of outfits with what he's wearing affecting how other characters respond to you.

With its simplistic graphics and gameplay and retro plinky plonk sound, it doesn't even try to compete with the likes of *Pikmin 2* in terms of scale or visuals, but is equally as cute.

While it's occasionally pleasing, then, we can enjoy completing household-based fetch quests at such a pedestrian pace for a short time. GM

Other Formats

The closest alternative on your console:

PS2	Gregory Horror Show	86%
CUBE	Metroid Prime	97%
CUBE	Pikmin	90%

JUDGEMENT

THE MASTER OF GAMES SINCE 1993

KATH

GM LOVES

- + The lovable Chibi and larger than life characters
- + It's all so cute
- + Good attention to detail

GM HATES

- - The graphics look dated
- - The gameplay's super s-l-o-w, especially at the start

GRAPHICS 61%

They do the job but next to most other games, it looks dated and sparse.

GAMEPLAY 78%

Chibi-Robo is like a very slow, sedate fairground ride for the under 10s.

LIFESPAN 75%

You'll have seen all the house within hours and it's not tough to complete.

OVERALL

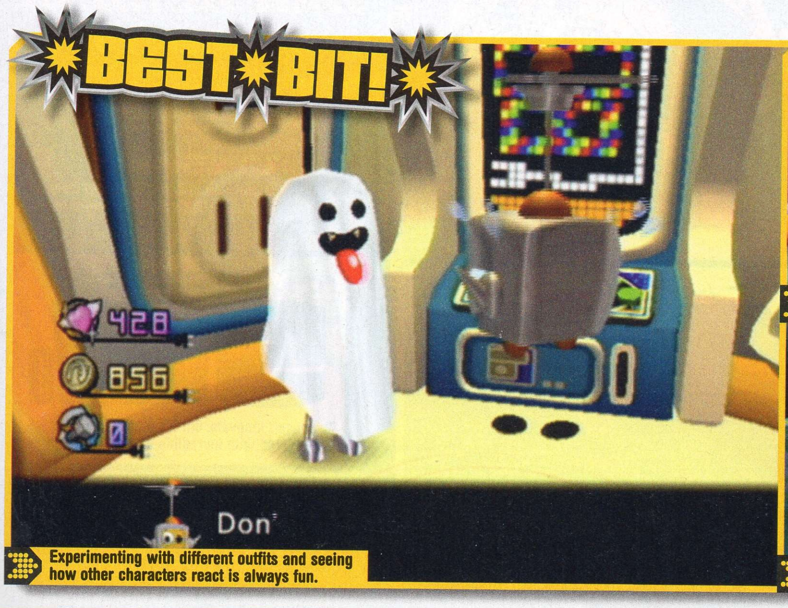
76%

It's loveable, yes, but those household tasks can be a chore for all the wrong reasons.

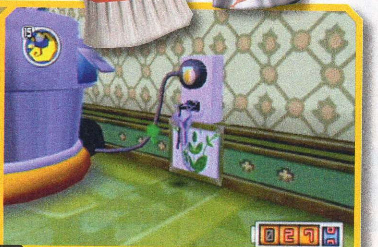
SHOULD YOU BUY IT?

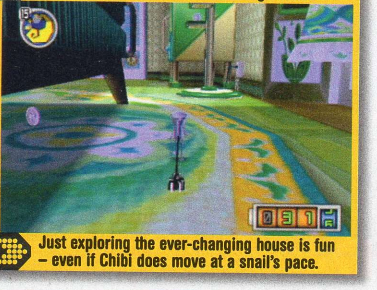
BETTER THAN: .... Geist, 75%
WORSE THAN: .... Pikmin 2, 90%
WAIT FOR: ...... Zelda: The Twilight Princess, ... TBC
BEST PRICE: .... £29.99, gameplay.co.uk

BEST BIT!



Experimenting with different outfits and seeing how other characters react is always fun.


There's nothing cuter than a robot plugging himself into a wall socket to charge himself.


Just exploring the ever-changing house is fun – even if Chibi does move at a snail's pace.

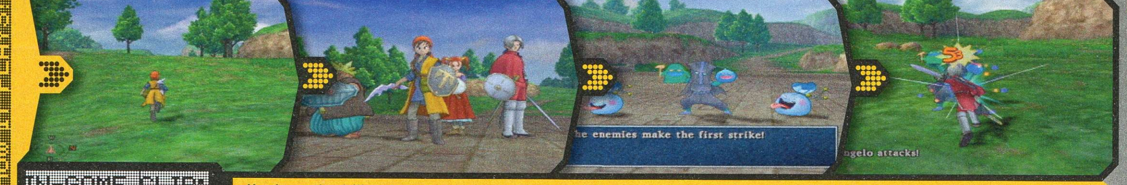
• OUT: NOW • FORMAT: PS2 • PRICE: £39.99
• DEVELOPER: LEVEL 5 • PUBLISHER: SQUARE ENIX • ONLINE: NO
• OTHER FORMATS: NONE • WEB: WWW.DRAGONQUEST.EU.COM • PLAYERS: 1

WHAT IS IT?

It's the eighth game in the RPG series, but its first outing on PS2.

- Four characters to boss around in turn-based combat
- Upgrade your weapon skills when levelling up

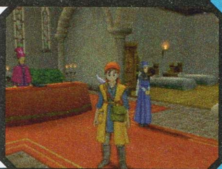
HOW IT PLAYS



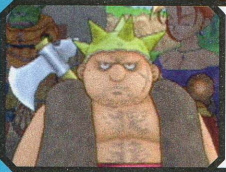
IN-GAME CLIP: You know the drill – choose your attack strategy and bestest spells, and whomp your opponents to death in fine turn-based style.

PS2

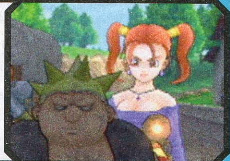
TEAM DQ



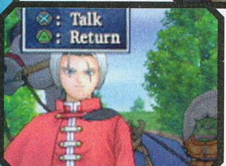
This is you, the mute leader who you'll name, and who has some flashy sword and boomerang skills. He's a great healer for the team.



Yangus is your tank, the squat fighter who wields weapons like axes and clubs, and provides physical attacks with extra clobber.



Red-head Jessica's the token lady. Aside from her whip, you can upgrade her 'sex appeal' to unlock new special attacks.



Angelo's sensitive and a bit of a loner, but his bow and advanced magic skills mean he's still an important part of the team.

DRAGON QUEST: JOURNEY OF THE CURSED KING

Japan's biggest RPG secret finally hits the UK...

"A vast and vibrant world is yours to explore," says the blurb on the back of the box. And for once, you can believe the hype. Believe this while you're at it, too: *Dragon Quest* is absolutely beautiful. 'Explore' isn't quite the word we'd used mind, since this is an RPG built from a very familiar mould – find a town, help its peopele by clearing out a nearby dungeon and repeat until its three hours past bedtime.

So, how the hell does such a derivative game get 92%? Easy – it's fabulous at being an RPG. In an era when such games are obsessed with expanding and complicating things, it's lovely to see a game like *Dragon Quest* keep things tight, well honed and traditional without feeling dumb or derivative. Bored of games like *Disgaea* trying to drown you with stats and options? Here you go.

RPG-ENIUS

It's pretty damn pretty, its characters have real character and it's got a massive, handsome overworld for you to trot about in. Not to mention an expert translation job in terms of script and dialogue – one of the best in the business, in fact. No comedy Engrish or hilariously hammy voices here, we're chuffed to say.

On the downside, it looks like UK gamers *won't* be getting the demo of *Final Fantasy 12* that was given offered to US and Japanese gamers with copies of *Dragon Quest*.

DRAG KING

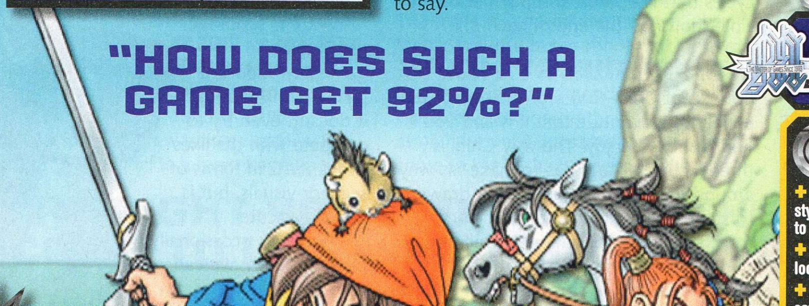
We've tried to stay angry about it, but we just can't, not when one of the greatest instalments of one of the greatest RPG series to never see release in the west is finally touching down, and in such fine fashion. GM

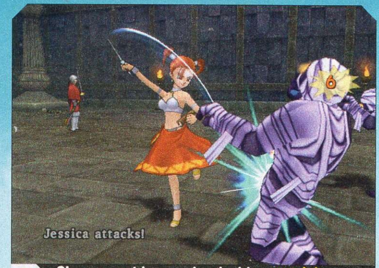
Other Formats

The closest alternative on your console:

PSP	Tales of Eternia	N/A
CUBE	Tales of Symphonia	84%
XBOX	Fable: The Lost Chapters	88%

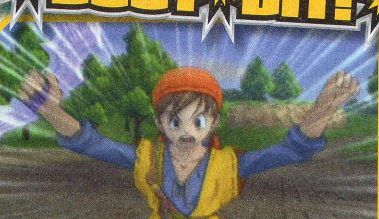
"HOW DOES SUCH A GAME GET 92%?"




Jessica attacks!

She may not have unleashed her special attacks yet, but she's still handy with a whip.

BEST BIT!



Can't be arsed to fight? Try to intimidate enemies into fleeing.

GAMES MASTER GOLD AWARD

JUDGEMENT

STEVE

GM LOVES

- + Graphics and an art style that's sweet enough to eat
- + That it has been localised with such care
- + The tough but satisfying boss fights

GM HATES

- – The difficulty's a little steep if you're not willing to put some extra time into levelling up between dungeons

GRAPHICS 93%

Colourfully crafted with skill and humour, it's true eye candy.

GAMEPLAY 91%

Few frills, but it nails turn-based combat incredibly well.

LIFESPAN 93%

Not rich in sub-quests, but it's a huge adventure that's worth seeing through.

OVERALL

92%

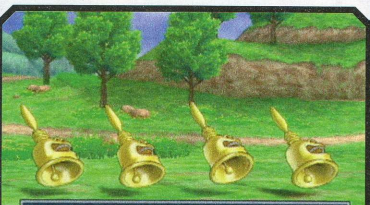
Doesn't innovate, but it's a classical RPG rendered with incredible love and care.

SHOULD YOU BUY IT?

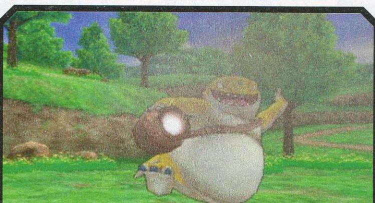
BETTER THAN:	Shadow Hearts: Covenant, 78%
WORSE THAN:	Zelda: Wind Waker, 97%
WAIT FOR:	Kingdom Hearts 2, spring
BEST PRICE:	£30, www.play.com

MON-STIR CRAZY

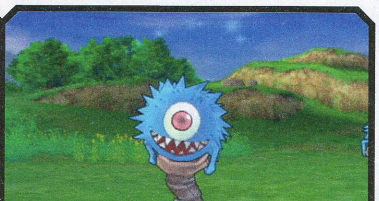
Dragon Quest's enemies aren't just lookers, as they often carry some powerful puns for a name...



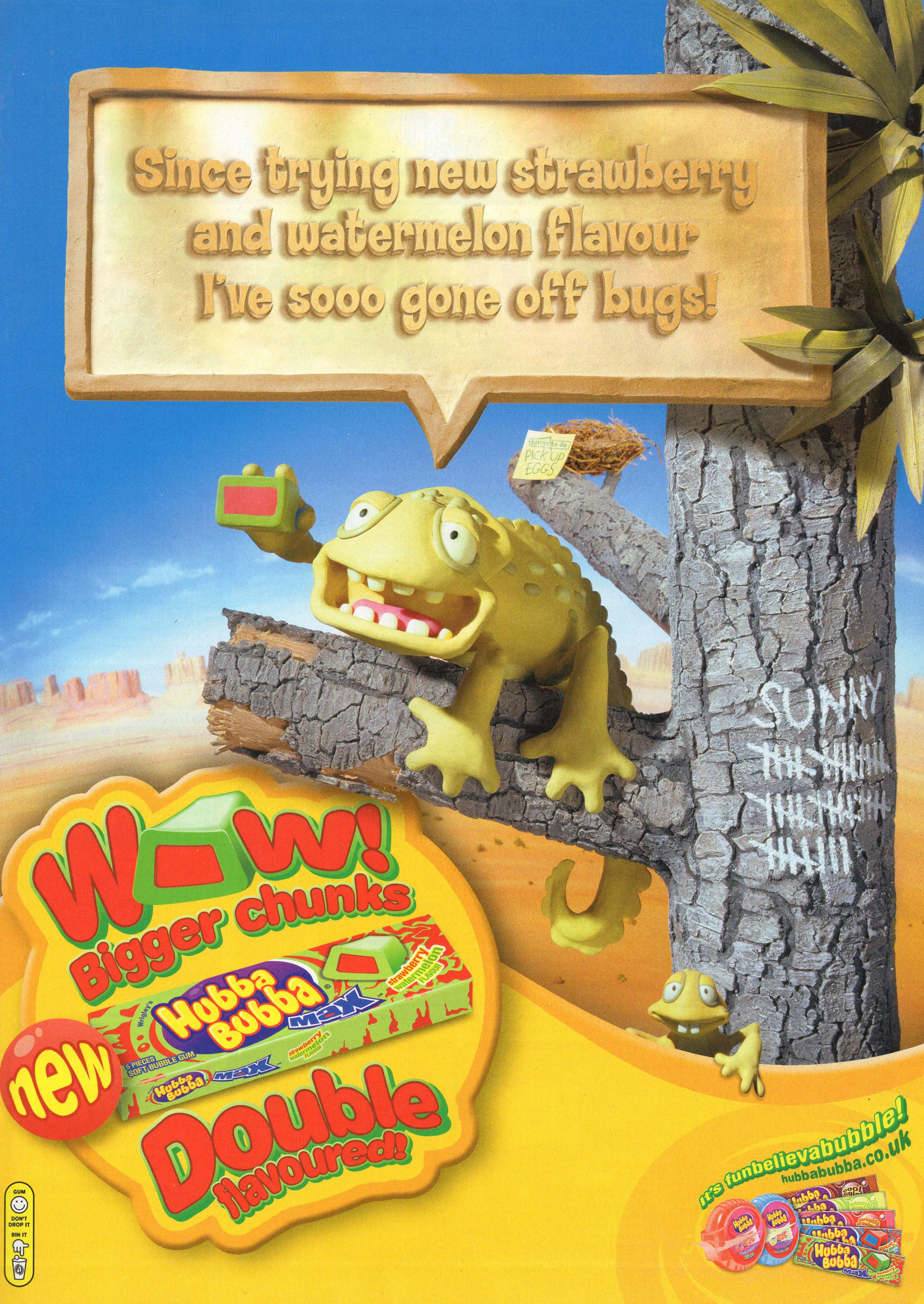
Ding-aling? DING-A-LING! Actually, we shouldn't poke, as these guys look supremely evil.



Jargon, eh? His jar is filled with sand that can blind your whole team. Hit him and run.



Awww. Skippers are fluffy little balls of hate that live in a shoe. Still, best kill 'em all.

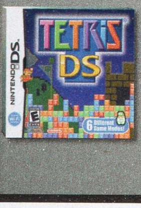

Since trying new strawberry and watermelon flavour I've sooo gone off bugs!
things to do
PICK UP EGGS
SUNNY
Wow!
Bigger chunks
new
Wrigley's
Hubba Bubba
MAX
5 PIECES SOFT BUBBLE GUM
strawberry watermelon FLAVOUR
Double flavoured!
it's funbelievabubble!
hubbabubba.co.uk
GUM
DON'T DROP IT
BIN IT

© 2005 Wm.Wrigley Jr. Co

- **OUT:** NOW
- **FORMAT:** DS
- **PRICE:** £29.99
- **DEVELOPER:** NINTENDO
- **PUBLISHER:** NINTENDO
- **ONLINE:** STANDARD, PUSH
- **OTHER FORMATS:** IT'S TETRIS! IT'S ON EVERY FORMAT!
- **WEB:** WWW.NINTENDO.COM
- **PLAYERS:** 1-10

DS

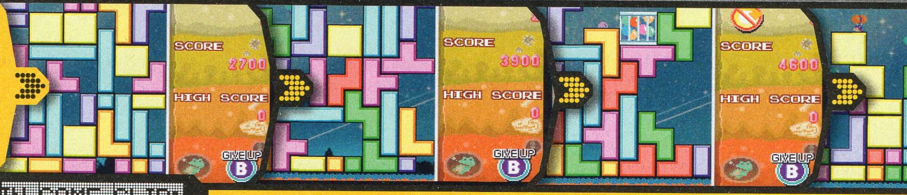
WHAT IS IT?



Dear old *Tetris* returns after a lengthy hiatus with bonza new gameplay modes and corking multi-player.

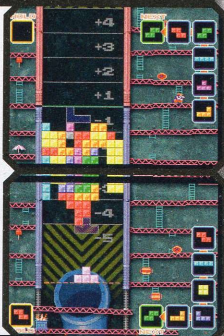
6 modes: Standard, Catch, Mission, Puzzle, Push and Touch

IN GAME CLIP

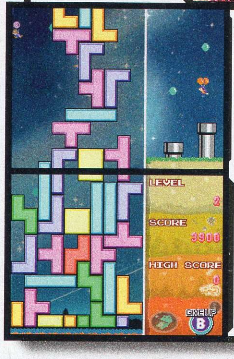


Remember *Balloon Fighter?* Us neither. Lower the crate to the ground, *Tetris*-stylee…

MODE 7



Push is probably *GamesMaster's* fave new mode. Rivals compete to stack Tetriminos in the centre of an arena – form lines of two or more to help send buddies to a fiery hell!



Touch is a mind-bending yet strangely tranquil experience that involves you using your stylus to figure out this giant Tetrimino tower. It's a bit like *Jenga-Tetris*.

TETRIS DS

Can the Tsar of puzzlers stage a revolution on DS?

M*eteos, Lumines, Koloomn…* pah, they're all pretenders to the throne. The Crown-Prince of Puzzlers is back in town, ready to reassert its position as Top of the Blocks.

The sheer reverence with which Ninty has treated perhaps *the* most iconic videogame of our time is apparent right from the outset. Showered with 8-bit gorgeousness, the whole shebang has been transformed into some massive NES love-in. Adorable? Yes. OTT and more than a little distracting? Definitely.

BLOCK HEAD

As well as vanilla *Tetris,* you also get some stellar new riffs on Alexei Pajitnov's genius concept – five, to be precise. Of these, only Push and Touch (the only stylus-specific mode) really hit the target, but at least Nintendo has tried to mix things up a bit.

There is something that niggles at the back of our mind, though: are *any* of the game modes – original *Tetris* included – really superior to more recent DS genre classics like *Polarium* and *Meteos?* If we chuck our rosy-tinted specs in the bin, the answer is probably no. Stylus use is limited, and mechanically it just feels a million miles behind other DS puzzlers. Luckily, though, the old dog has once last trick up its sleeve, in the form of local WiFi multi-player.

Get this: one cart, just *one cart,* will allow up to 10 (count 'em!) DS owners to compete in the biggest Battle Royale since WrestleMania 2000. There's even a limited online component, so you can find out just how hard you suck against rival Tetrimino twiddlers from across the globe.

WHITE RUSSIAN

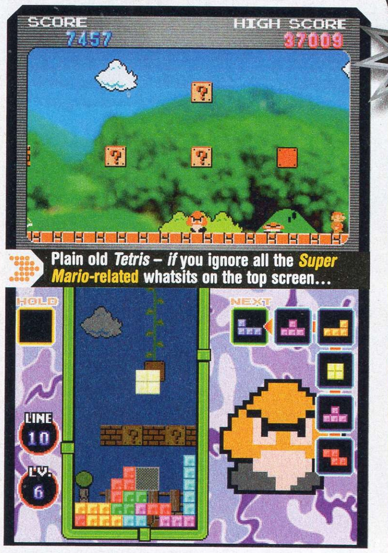
Tetris DS is great, then, of that there is no doubt. Still, it just may be nostalgia, but we can't help but feel the freshness of the original GameBoy version in 1989 will never be topped. GM

> "LUCKILY THE OLD DOG HAS ONE LAST TRICK UP ITS SLEEVE"

Other Formats

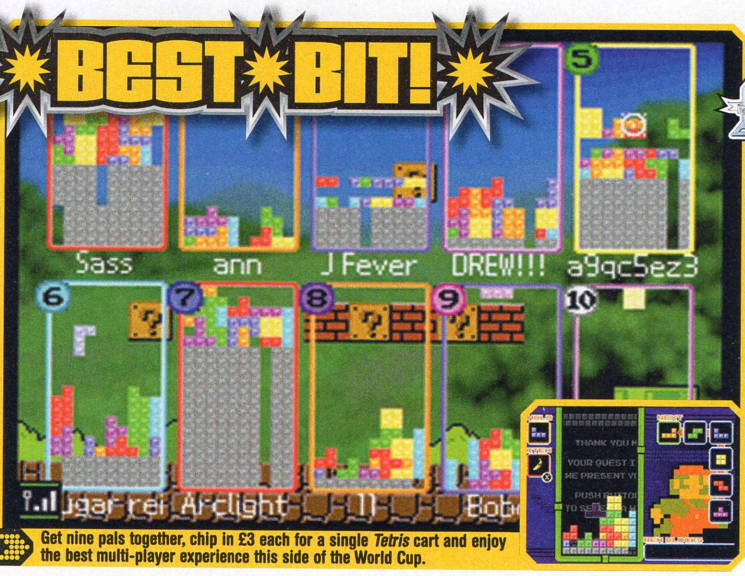
The closest alternative on your console:

DS	Meteos	90%
XBOX	360 Zuma	80%
PSP	Lumines	86%



Plain old *Tetris* – *if* you ignore all the *Super Mario-related* whatsits on the top screen…

BEST BIT!



Get nine pals together, chip in £3 each for a single *Tetris* cart and enjoy the best multi-player experience this side of the World Cup.

JUDGEMENT

ROB

GM LOVES

- Gazumping foes with a *Tetris!*
- The sheer craziness of Push
- Download play. Wow

GM HATES

- The evil that is infinite spin!
- Limited online modes
- 'Classic' tunes get old fast

GRAPHICS

Immaculately coiffured presentation – we went ape for Ninty's NES love-in.

GAMEPLAY

Jazzed up or vanilla, *Tetris* remains a love/hate experience of the purest kind.

LIFESPAN

Those new game modes mostly hit the spot. Multi-player could last forever.

OVERALL

86%

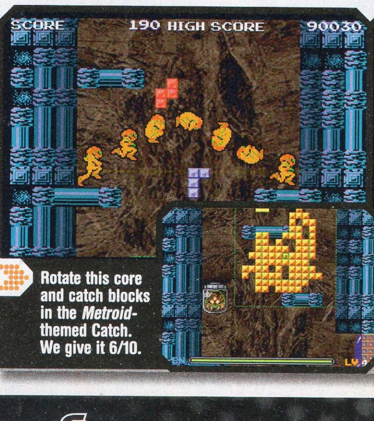
Not quite the stylus-sized revolution we had prayed for, but still real beautiful.

SHOULD YOU BUY IT?

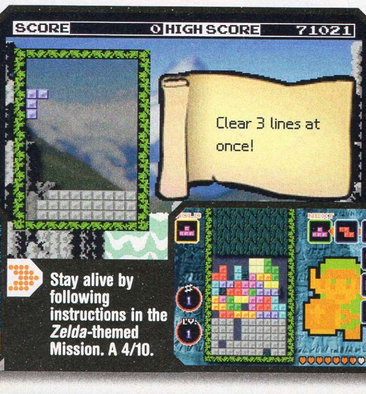
BETTER THAN:	Polarium, 80%
WORSE THAN:	Meteos, 90%
WAIT FOR:	Big Brain Academy, May
BEST PRICE:	£24.99, Play.com

OH WELL

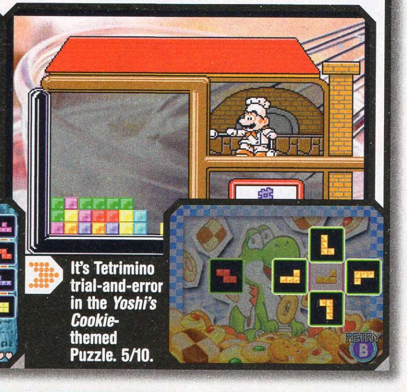
Alas, not all of *Tetris DS*'s gameplay innovations quite live up to expectations. Although there aren't any outright stinkers, the following three mini-games won't get quite as much playtime as you would have hoped…



Rotate this core and catch blocks in the *Metroid*-themed Catch. We give it 6/10.



Stay alive by following instructions in the *Zelda*-themed Mission. A 4/10.



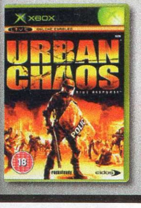
It's Tetrimino trial-and-error in the *Yoshi's Cookie*-themed Puzzle. 5/10.

New Sour Double Berry gives me goosebumps, which sucks cause i'm so not a goose!
HUBBABUBBA.CO.UK
Wow!
Bigger chunks
new
Wrigley's
Hubba Bubba
max
SOUR double berry FLAVOUR
5 PIECES SOFT BUBBLE GUM
Double flavoured!
it's funbelievabubble!
hubbabubba.co.uk
GUM
DON'T DROP IT
BIN IT

© 2005 Wm. Wrigley Jr. Co

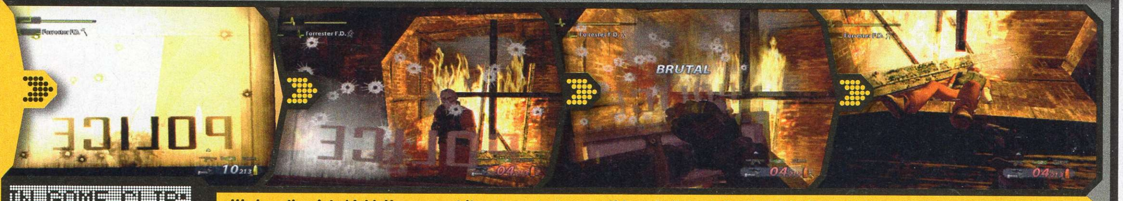
- **OUT:** NOW
- **FORMAT:** XB
- **PRICE:** £39.99
- **DEVELOPER:** ROCKSTEADY STUDIOS
- **PUBLISHER:** EIDOS
- **ONLINE:** NO
- **OTHER FORMATS:** PS2
- **WEB:** WWW.EIDOSINTERACTIVE.COM
- **PLAYERS:** 1

WHAT IS IT?



A first-person shooter that has you playing as a special unit cop with the authority to kill pretty much anyone.

- Special achievements to unlock on each level



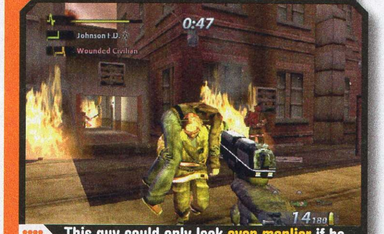
IN GAME CLIP: We love the riot shield. You can put it up to protect yourself from bullets, deflect backdrafts and hit people in the face.

URBAN CHAOS: RIOT RESPONSE

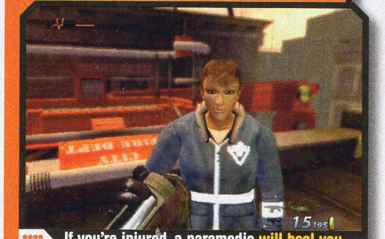
We've got a shield and we're not afraid to use it...

HERO WORSHIP

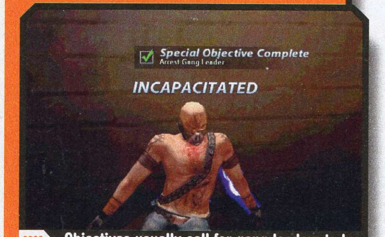
You have a series of objectives to complete in each level. Other characters will often help you – you can order paramedics to heal civilians and fire-fighters to put out, um, fires.



This guy could only look even manlier if he had a little puppy under each arm.



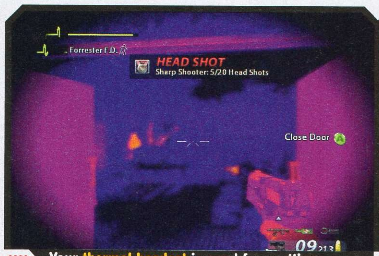
If you're injured, a paramedic will heal you – but only up to three times, so play it safe.



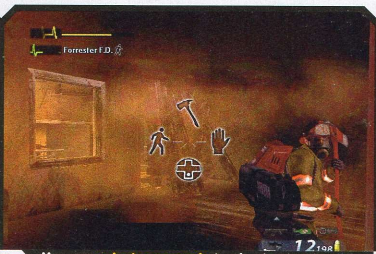
Objectives usually call for gang leaders to be arrested, so get out the stun gun...

HOT HOT HEAT

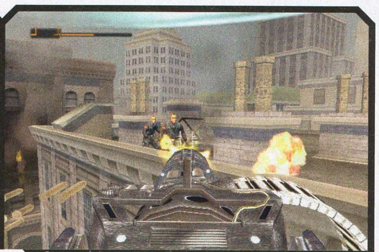
You'll unlock new equipment to use against the criminals. You can also unlock upgraded weapons and all sorts of extras.



Your thermal headset is good for spotting civilians that need rescuing through smoke.



You can select commands to give to your team-mates using the D-pad in most situations.



One particularly ammo-strewn level has you at the helm of a chain gun on a helicopter.

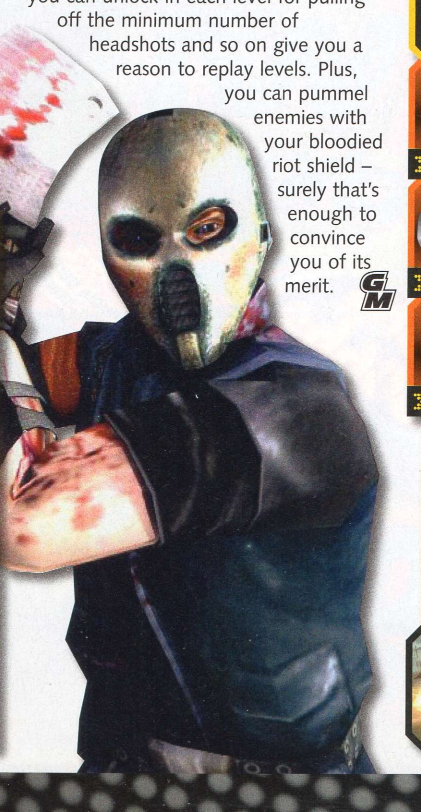
There's been no shortage of quality FPSs lately, what with the likes of *Cold Winter* and *Black* providing plenty of no-brainer blasting. There's no such thing as too many games that let you practice your headshots on a constant stream of cleaver-wielding idiots, so *Urban Chaos* is more than welcome here.

This *does* have a bit more to it than just unleashing lead into anything than moves – there's a certain amount of squad-based action here, too. Playing as T-Zero officer Nick Mason, your job is to rid the streets of the Molotov-toting criminals, and you've got a full set of emergency service workers at your beck and call to do so. In one mission you might have a paramedic with you to escort to injured civilians, in another you'll have fire-fighters to put out fires and break through sealed doors.

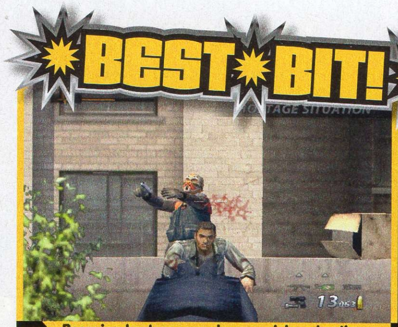
The objective-based missions call for some puzzle-solving as well, such as finding your way through burning buildings using thermal vision. The levels are still massively linear, but this just means the action is never less than full-on with explosions and gang wars going off all around you.

It looks brilliant too. While it's hardly pushing the genre forwards with its *Time Crisis*-style arcade shooting, the rewards you can unlock in each level for pulling off the minimum number of headshots and so on give you a reason to replay levels. Plus, you can pummel enemies with your bloodied riot shield – surely that's enough to convince you of its merit.

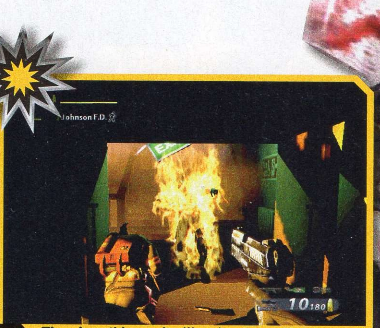
"YOU CAN PUMMEL ENEMIES WITH YOUR RIOT SHIELD"



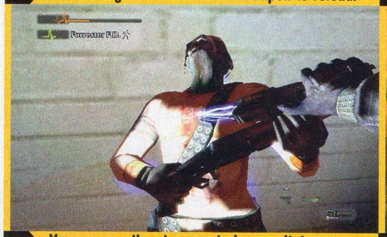
BEST BIT!



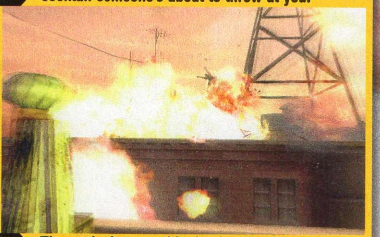
Rescuing hostages requires precision shooting when the gunman lowers his weapon to reload.



There's nothing quite like shooting a Molotov cocktail someone's about to throw at you.



You can use the stun gun to incapacitate, or you could use it to fry someone into a pile of ashes.



The explosions are big, loud and very spectacular – which is just how we like them.

Other Formats

The closest alternative on your console

PC	Half-Life 2	91%
CUBE	Spartan	80%

JUDGEMENT

KATH

GM LOVES

- + The diversity of objectives in every level
- + Being allowed plenty of non-issue weapons like Molotov cocktails
- + Slo-mo replays of your goriest spectacular kills

GM HATES

- Very little to explore in each level
- You'll never use some of the less effective weapons

GRAPHICS 82%

Some of the prettiest explosions on Xbox and it's rag doll physics central.

GAMEPLAY 78%

It's light on strategy but big on quick reactions and no-questions-asked killing.

LIFESPAN 75%

The unlockables in each short level are definitely worth going back for.

OVERALL

81%

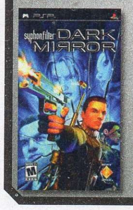
The action never lets up and the bullets never run out. It's not subtle but it is fun.

SHOULD YOU BUY IT?

BETTER THAN: Conspiracy: Weapons Of Mass Destruction, 30%
WORSE THAN: Black, 90%
WAIT FOR: Rainbow Six: Vegas, TBC
BEST PRICE: £29.99, play.com

OUT: JULY • **FORMAT:** PSP • **PRICE:** £34.99
• **DEVELOPER:** SONY BEND • **PUBLISHER:** SONY • **ONLINE:** DEATHMATCH, COUNTER-OPERATIVE • **OTHER FORMATS:** NONE • **WEB:** WWW.SYPHONFILTER.COM • **PLAYERS:** 1-8

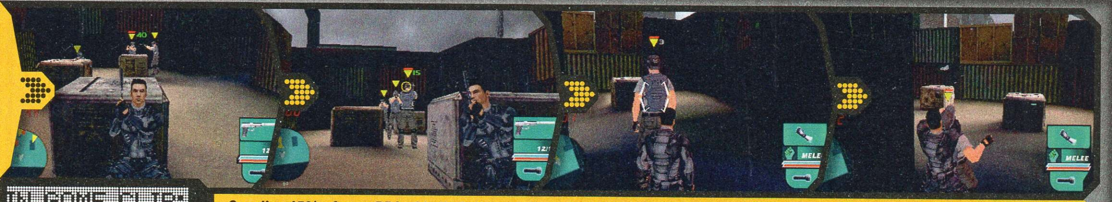
WHAT IS IT?



Fourth time into the field for Precision Strike Operative Gabe Logan – and this time he's minified himself down to pocket size.

- Over 30 weapons, including four-function Sniper

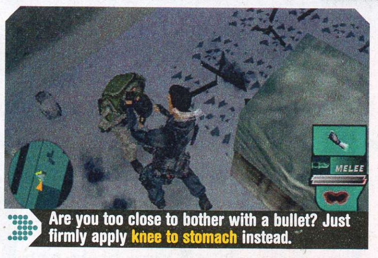
YOU IT PLAYS! IN GAME CLIP:



Supplies 45% of your RDA of both *Splinter Cell* and *Metal Gear Solid*. Sneak or shoot – it's your call.

SYPHON FILTER: DARK MIRROR

Logan's run coming to an end? No chance of that...



Are you too close to bother with a bullet? Just firmly apply **knee to stomach** instead.

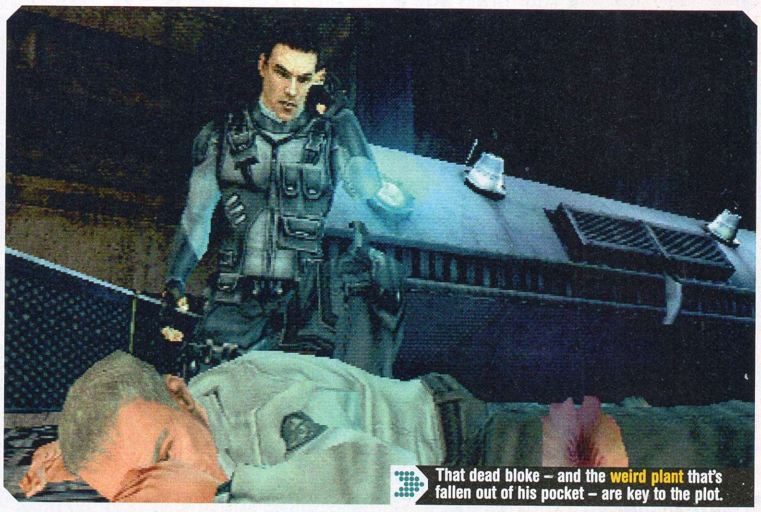
This is more like it. Shuffling the pack in *Metal Gear Acid* and playing the memory game with *Splinter Cell Essentials* didn't do it for us. It's taken Gabe Logan – usually the bronze-medal beefcake – to give PSP the neck-snapping action that it deserves.

Logan's newest terrorist friends don't have many new ideas, mind – so missions are your standard superspy's shopping list: kill, sneak, hack, banter via earpiece, and so on. But the game's sleekness and visual quality gives PS2 a run for its money. We've never seen so much great kit packed into a terror-hater's satchel, either: who needs Sam Fisher when you've got three different scopes and four types of sniper shot (including 'electric boogaloo' darts) to play with?

HIDE AND SLEEK

Dark Mirror works because the controls work. There's the occasional tense battle with Gabe's limbs as he refuses to hide while bullets are thunking into his kevlar. Otherwise, it's a piece of pie. And that means freedom to play *Syphon Filter* your way. We like to run straight for an enemy's face and make exploding barrels do our work for us: perhaps you prefer to play hide-and-seek behind crates or slice forehead in two with the sniper rifle.

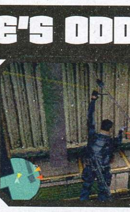
With more variety than a packet of Revels, skippable cutscenes and load-free restarts: *Dark Mirror* does everything right. You got us, Gabe.



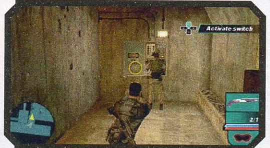
That dead bloke – and the **weird plant** that's fallen out of his pocket – are key to the plot.

> "WE'VE NEVER SEEN SUCH KIT PACKED"

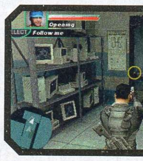
GABE'S ODYSSEY



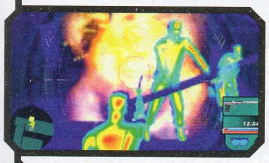
Hanging off a rappel line with one hand while loosing off bullets with the other? All in a day's work for Gabe.



Other skills: sneaking up behind guards and chopping their necks off. That's what you get for wall-staring.



He even gets others to do his bidding. This guy's fallen for the Gabe charm, and is opening a door for him.



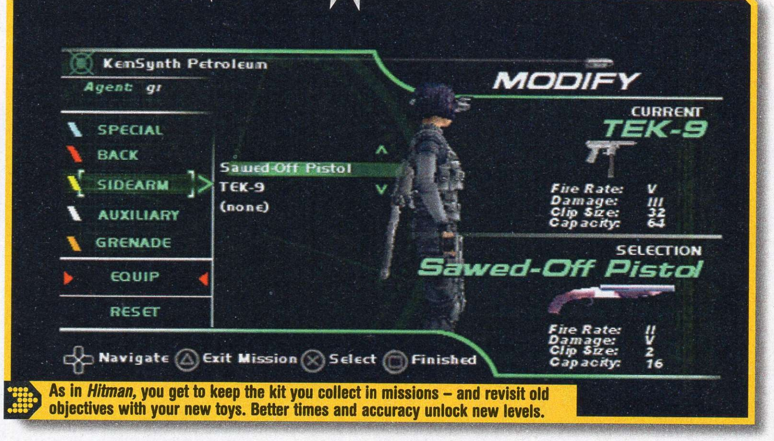
And if all that expert manoeuvring fails, just blow up barrels and set your enemies on fire. Simple.

Other Formats

The closest alternative on your console:

PS2	Syphon Filter: The Omega Strain	89%
CUBE	Rogue Ops	54%
XBOX	Splinter Cell: Double Agent	N/A

BEST BIT!



As in *Hitman*, you get to keep the kit you collect in missions – and revisit old objectives with your new toys. Better times and accuracy unlock new levels.

JUDGEMENT

MARK

GM LOVES

- Quick missions, heavily checkpointed
- Playing about with Gabe's ton of kit
- "Partial nudity"

GM HATES

- Fiddly wall-presses
- Invisible mines that get us every time
- The plodding tutorial

GRAPHICS 88%

Detail everywhere. You can even see the weapons that's Gabe's hauling about.

GAMEPLAY 86%

Sam and Solid should be exchanging worried glances. Near-flawless action.

LIFESPAN 81%

You'll be plugging away at missions loads. And going multi-player mental.

OVERALL

87%

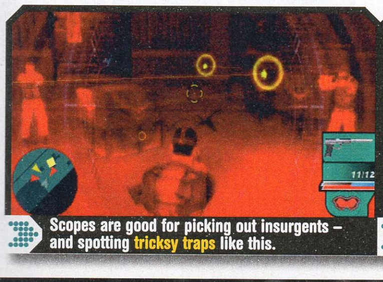
The man in this mirror has changed his ways: Gabe's become a stealth hero. A PSP gem.

SHOULD YOU BUY IT?

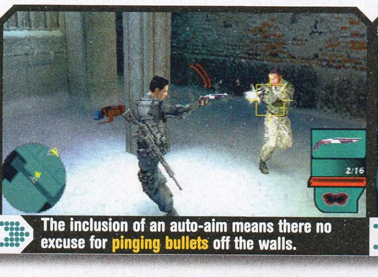
BETTER THAN: Splinter Cell Essentials, 79%
WORSE THAN: GTA: Liberty City Stories, 90%
WAIT FOR: Tomb Raider: Legend, April

KIT AND KABOOMABLES

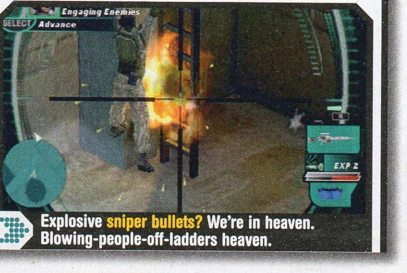
Expect to utilise knives, mines, anti-tank rocket launchers – even fire extinguishers. Gabe's birthdays all come at once with a huge range of weaponry and gadgetry, all of it easily activated with the D-Pad for you to get on with the maiming.



Scopes are good for picking out insurgents – and spotting **tricksy traps** like this.



The inclusion of an auto-aim means there no excuse for **pinging bullets** off the walls.



Explosive **sniper bullets?** We're in heaven. Blowing-people-off-ladders heaven.

OUT: 9TH JUNE • **FORMAT:** DS • **PRICE:** £30.00 • **DEVELOPER:** NINTENDO
PUBLISHER: NINTENDO • **ONLINE:** NO • **SPECIAL:** WIRELESS MINI-GAMES FROM A SINGLE CART
OTHER FORMATS: NONE • **WEB:** WWW.NINTENDO.COM • **PLAYERS:** 1-2

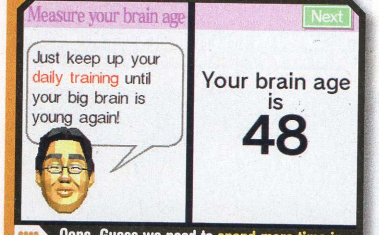
DS

PROF. KAWASHIMA'S BRAIN TRAINING

A game that even Jack Thompson should love...

COUNT DOWN

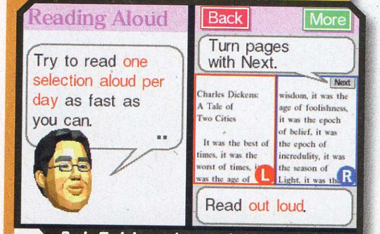
Brain Training aims to give your noggin a thorough workout with simple but repetitive tasks based on snappy thinking. Each day, it rates your performance by giving you a 'brain age', and the ultimate goal is to achieve a brain age of 20...



Just keep up your daily training until your big brain is young again!

Your brain age is 48

Oops. Guess we need to spend more time in the library and less in the pub.



Try to read one selection aloud per day as fast as you can.

Turn pages with Next.

Charles Dickens: A Tale of Two Cities

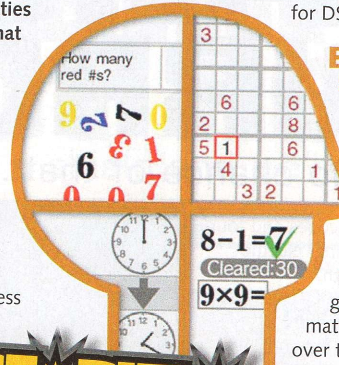
It was the best of times, it was the worst of times, it was the age of wisdom, it was the age of foolishness, it was the epoch of belief, it was the epoch of incredulity, it was the season of Light, it was th

Read out loud.

Brain Training makes you hold the DS like a book, hence these screenshots.

Here's the format – each day, you boot up *Brain Training*, and Professor Kawashima guides you through a short programme of activities chosen from a list that includes such rapid-fire tasks as performing simple sums, or speed-reading out loud from a passage of text. And those are just the easy ones...

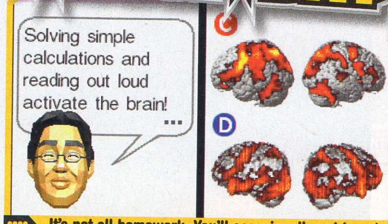
It's cleanly presented, unfolds neatly and feels far less dull than it should. Games based on edutainment (blech) are rarely as slick and addictive as this, making it the perfect bit of self-improvement for DS owners of any age.



BRAIN STATION

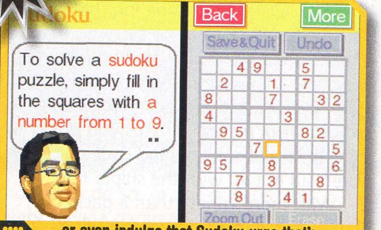
And the proof that it works? Well, I don't *feel* any smartererer yet. But the front of my head does ache like I've done twenty press-ups without the use of my hands. Which must be good, surely? It's only a matter of time before I take over the world with my new mega-mind. Be afraid.

BEST BIT!



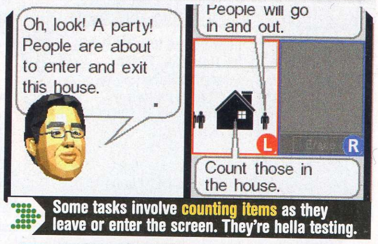
Solving simple calculations and reading out loud activate the brain!

It's not all homework. You'll occasionally get to cut loose and sketch something...



To solve a sudoku puzzle, simply fill in the squares with a number from 1 to 9.

...or even indulge that Sudoku urge that's become so popular these days.



Oh, look! A party! People are about to enter and exit this house.

People will go in and out.

Count those in the house.

Some tasks involve counting items as they leave or enter the screen. They're hella testing.

JUDGEMENT

STEVE

GRAPHICS 78%
Clean and functional, with the Prof's grinning face to see you through.

GAMEPLAY 80%
It's just a stream of dry, abstract challenges, but it's easy to get hooked.

LIFESPAN 82%
How clever do you want your brain to get, eh? It's up to you...

OVERALL 80%
Genuinely strengthens your mind, and does it well. That's it, really.

SHOULD YOU BUY IT?
BETTER THAN:........Umm..... double maths?
WORSE THAN:............Erm..... a sexy maths teacher?
WAIT FOR:.............Some futuristic IQ juice?
BEST PRICE:......................£24.99, play.com

OUT: 12TH MAY • **FORMAT:** PSP • **PRICE:** £35.00 • **DEVELOPER:** CAPCOM • **PUBLISHER:** CAPCOM
ONLINE: MONSTER HUNTING • **OTHER FORMATS:** NONE • **WEB:** WWW.CAPCOM.COM • **PLAYERS:** 1-4

PSP

MONSTER HUNTER FREEDOM

Where 'freedom' means 'within 70 to 80 metres'...

Like the mighty *Shadow of the Colossus, Monster Hunter Freedom* is awash with atmosphere. You feel honoured to walk in this breathtakingly pretty world, where mighty beasts roam and the distant cries of animals unknown beckon to you from afar. You repay this honour, incidentally, by braining innocent dinosaurs with a ten-foot sword.

ONLY SKIN DEEP

Freedom is a decent minification of the PS2 beast-basher. It's rammed with weapons, beautifully-animated monsters, and neat touches like farming your own health-giving food. The overriding problem with it, however, is that this is a game that *belongs* online.

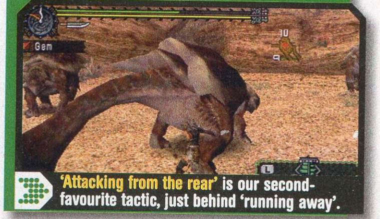
On PSP, you see, you only get to hunt with up to three other people who happen to be near you at the time. It's no real substitute for a proper online multiplayer. On top of this, when playing solo, there's limited fun in hundreds of little quests that aren't much more complicated than a walk to the shops (except it's 'kill dragon and steal egg' rather than 'buy toilet roll').

WHAAAAA...?

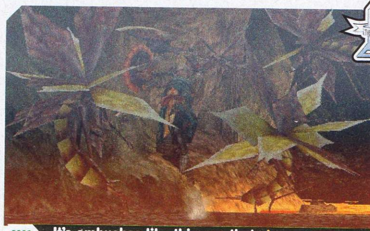
And Triangle to attack? Whoever designed the game's controls could do with getting a substantial clonk on the head themselves.

POINT MADE

There's a nice variety of slash and maim equipment to choose from. Of course, the initial temptation is to go for the sword the size of Slough. But, naturally, heavy weapons are slow, and it's not long before you've switched to a humble Hunter's Knife. There are at least 50 types of killing kit to buy and earn – Bowguns are the most fun, but ammo costs.

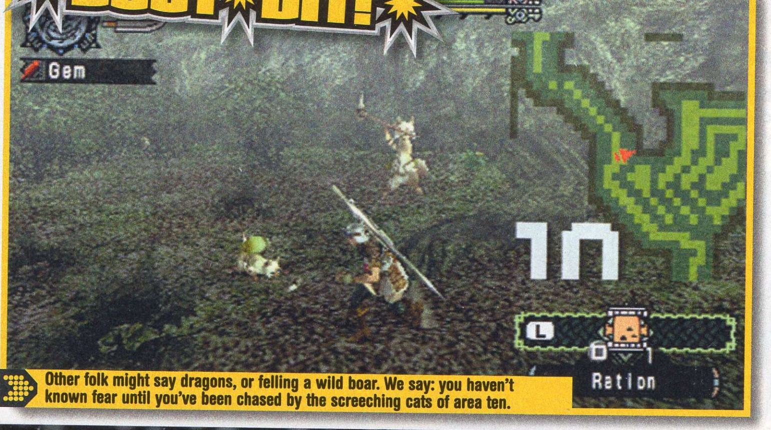


'Attacking from the rear' is our second-favourite tactic, just behind 'running away'.

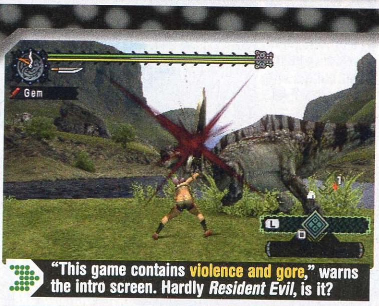


It's ambushes like this one that stop you wanting to get out of bed in the morning...

BEST BIT!



Other folk might say dragons, or felling a wild boar. We say: you haven't known fear until you've been chased by the screeching cats of area ten.



"This game contains violence and gore," warns the intro screen. Hardly *Resident Evil*, is it?

JUDGEMENT

MARK

GRAPHICS 86%
Arguably the PSP's most beautiful world. You can almost taste the fresh air.

GAMEPLAY 70%
Find monster; hurt monster; trudge home. Much more involving with friends.

LIFESPAN 75%
Better if you're Ad-Hocing. If you're not, hunting is a lonely, repetitive job.

OVERALL 73%
It should be online: simple as that. With just a few people in your vicinity, it's no monster.

SHOULD YOU BUY IT?
BETTER THAN:.........................Key of Heaven
WORSE THAN:.......................Tales of Eternia
WAIT FOR:.................Dynasty Warriors Vol 2
BEST PRICE:.............£29.99, amazon.co.uk

7+
www.pegi.info
yourpsp.com/daxter
PSP
DAXTER
7+
SONY
PSP
Daxter. Sorting it out...sort of

Half-otter, half-weasel, all chaos. It's Daxter to the rescue, and this time he's going undercover as a pest exterminator. Join the mouthy ottsel on his own adventures as he tries, in his own unique way, to save his best mate, Jak. 'Daxter' – the craziest adventure on PSP.

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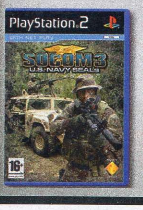
• **OUT:** NOW • **FORMAT:** PS2 • **PRICE:** £39.99 (£44.99 WITH HEADSET)
• **DEVELOPER:** ZIPPER INTERACTIVE • **PUBLISHER:** SONY • **ONLINE:** MULTI-PLAYER
• **OTHER FORMATS:** NONE • **WEB:** WWW.SOCOM3.PLAYSTATION.COM • **PLAYERS:** 1-32

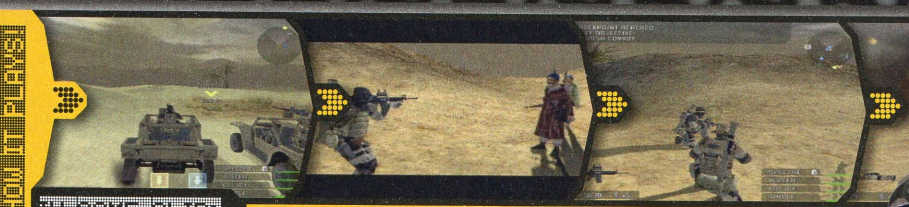
WHAT IS IT?



See the world in this squad-based third person shooter. Shortly followed by blowing it up in the name of peace.

- 32 people online at the same time!
- 16 single-player missions

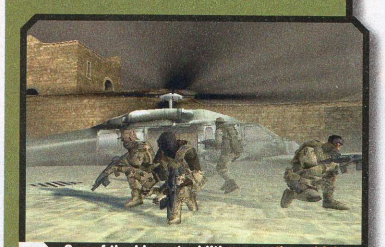
IN GAME CLIP:



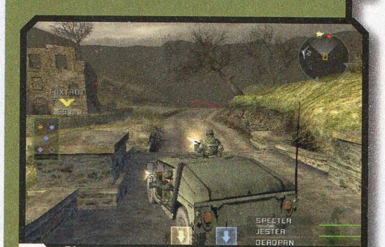
A chase across the desert, a convoy ambush and a raid – this is one fifth of the second mission.

PAIN TRAIN!

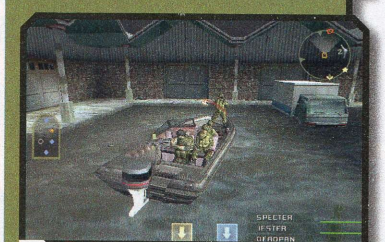
All that *SOCOM* does is designed to gear you up for an online slaughter party. Everything's much bigger than it was before, so don't go using your legs like some kind of mug.



One of the biggest additions are the vehicles. Most vehicles can host around six players.



Players can chose their point of entry. One drives, others man the turrets.



The boats handle rather like the land vehicles, but you're slightly more vulnerable.

SOCOM 3: U.S. NAVY SEALS

Can this Seal get *GM's* approval?

Playing *SOCOM 3* in single-player mode feels a like putting an expensive birthday present to one side while you frolic around in the box it came in. Attempts have been made to improve the solo *SOCOM* experience, but its ultimate purpose in life as the flagship game of Sony's online crusade hurts the single-player game in every possible way.

Take the simplified graphics: presumably to minimise lag online, they are so ugly your eyes might request that they be donated to science there and then. Meanwhile, the huge levels – much bigger than those in *SOCOM 2* – are used so poorly that you feel they might actually atrophy into themselves.

The missions often degenerate into simple point-to-point reconnaissance, with no reason for them to be so large. Sneaking around jungles and the deserts is fun for a while, but as anyone who's lost their house keys at Bournemouth Pier will tell you, there's only so much running around on sand you can do before you get seriously hacked off.

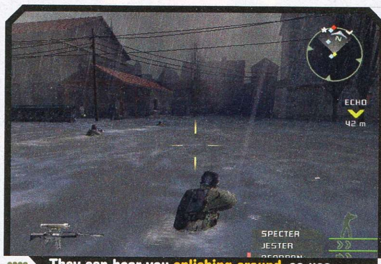
SEAL APPEAL

That's maybe a bit unfair. The solo play is far longer and tougher than the undercooked morsels present in previous *SOCOMs*. The control system is refined and versatile, too, with only the slightly clumsy weapons select system causing any problems. The AI, or lack thereof, might cause some issues, but it's nothing to spoil your enjoyment.

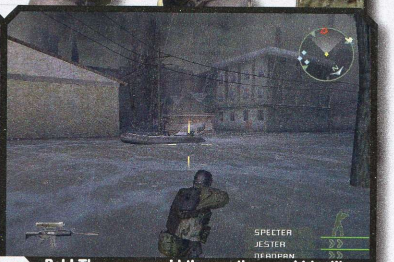
But, really, it's online where *SOCOM* comes alive, and although it's the number one reason to get your PlayStation online, if your PS2 sits ill at ease without an Ethernet cable up its backside, you might want to pass this one up.

WATER LAUGH

Far Cry's Jack Carver has started a revolution – suddenly every soldier worth his boot polish can swim. You'd think it was pretty much a requirement for a Navy Seal, but there you go. Your men can submerge and use the foliage as cover to launch a sub-aqua sneak attack on the unsuspecting dissidents.



They can hear you splishing around, so use every inch of cover available to you.



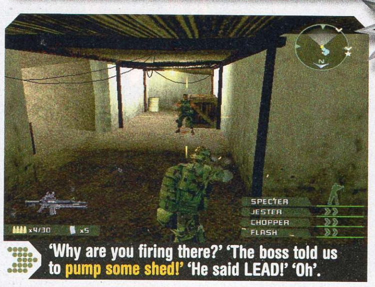
Bah! They never said the weather would be like this. Let's declare war on Hawaii!

> "THERE'S ONLY SO MUCH RUNNING AROUND YOU CAN DO BEFORE YOU GET HACKED OFF"

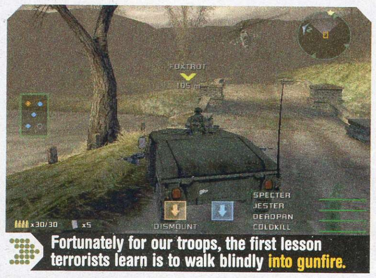
Other Formats

The closest alternative on your console:

360	Ghost Recon: Advanced Warfighter	89%
CUBE	Rainbow Six: Lockdown	80%
XBOX	Ghost Recon: Advanced Warfare	89%

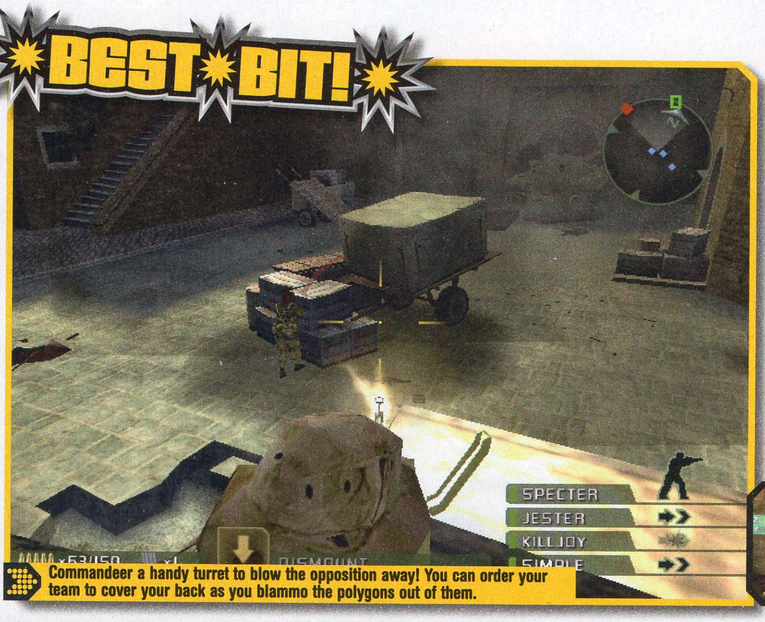


'Why are you firing there?' 'The boss told us to pump some shed!' 'He said LEAD!' 'Oh'.



Fortunately for our troops, the first lesson terrorists learn is to walk blindly into gunfire.

BEST BIT!



Commandeer a handy turret to blow the opposition away! You can order your team to cover your back as you blammo the polygons out of them.

JUDGEMENT

ALEX

GM LOVES	GM HATES
+ Enemies speak in their own language + Customising your weapon set before each level	- Crazy AI on your team's part - Lots of controls, but can get confusing - Radio commands are useless online

GRAPHICS 65%

Dull and washed out, but serves its purpose – and online rarely lags.

GAMEPLAY 81%

Fans of the series will love it, but rather tough for newcomers to settle into.

LIFESPAN 86%

If you're online, it'll outlive your PS2 by a long way. If not… it's limited.

OVERALL

78%

The best of its kind on PS2, but rather average in the great scheme of things.

SHOULD YOU BUY IT?

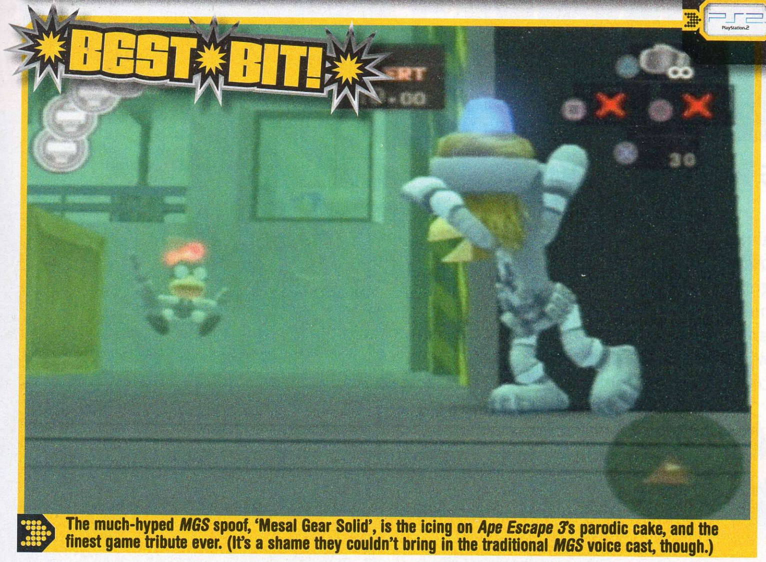
WORSE THAN: Ghost Recon: Advanced Warfare, 89%

WAIT FOR: Panzer Elite Action: Fields of Glory, TBC

BEST PRICE: £29.99, gameplay.co.uk

• **OUT:** 5TH MAY • **FORMAT:** PS2 • **PRICE:** £24.99 • **DEVELOPER:** SONY
• **PUBLISHER:** SONY • **ONLINE:** NO • **OTHER FORMATS:** NONE
• **WEB:** WWW.APEESCAPE3.PLAYSTATION.COM • **PLAYERS:** 1-2

BEST BIT!



The much-hyped *MGS* spoof, 'Mesal Gear Solid', is the icing on *Ape Escape 3*'s parodic cake, and the finest game tribute ever. (It's a shame they couldn't bring in the traditional *MGS* voice cast, though.)

APE ESCAPE 3

With more than three apes, natch...

Ever-ready to exploit humanity's increasing preoccupation with monkeys, Sony have arrived with their third all-out simian-snaring fun-o-bonanza. And what a bonanza of fun it is.

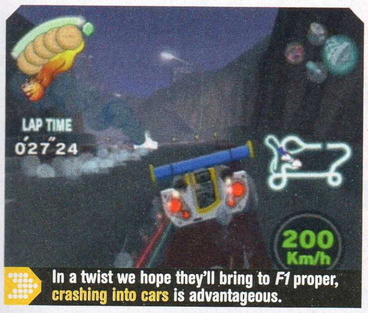
The fun starts in *Ape Escape 3* when a gang of monkey set up their own TV station (don't you just hate it when that happens?). These monkey-broadcasts are putting anyone who watches them into terrible, slack-jawed stupors – the kind that no amount of *Brain Training* would ever be able to remedy. So it's your job to travel through the different stages, shutting down the television stations and capturing the media-savvy monkeys with your gadgets.

These gadgets, incidentally, are the same as those in previous games, including the monkey net for catching, the stun club for killing, and the monkey radar for locating the pesky beasts. To counter this they've introduced a range of personas to transform into: the knight, say, or the ninja. All of them are well-tuned and entertaining, as befits a series that is known for its dual-stick innovations and manic personality.

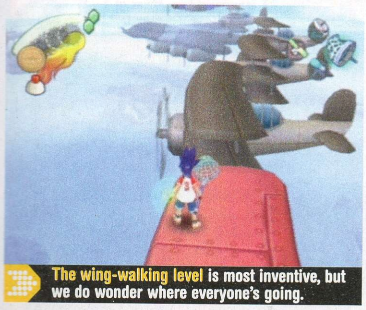
CHARMING CHIMPS

It's a sugar-rushy buzzingness of absurd sight gags, lovely level designs and genuinely cartoon-like action – perhaps the closest games have ever got to emulating classic Warner Brothers, particularly with the new and improved monkeys. (Among other things, they can now capture *you* with your own net.) The game also features movie parodies that – shock! – aren't embarrassingly heavy-handed, and do genuinely amuse.

AE3, then, is a nearly *Katamari*-rivallingly fun adventure for both newcomers and series vets: you should unpeel it straight away. GM



In a twist we hope they'll bring to *F1* proper, crashing into cars is advantageous.



The wing-walking level is most inventive, but we do wonder where everyone's going.

JUDGEMENT

ADAM

GRAPHICS 85%
A subtly becoming cartoon surface, with a rampant visual imagination.

GAMEPLAY 86%
The swish of a net; the dodge of a monkey; the stupendous entertainment.

LIFESPAN 64%
The main game's over within seven hours, but there's lots to do after that.

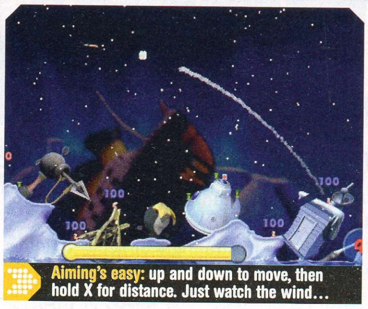
OVERALL

82%

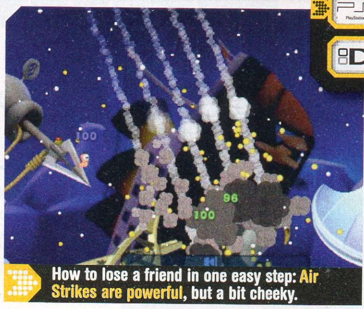
The videogame embodiment of a giant, involuntary grin: fun-seekers must rejoice.

SHOULD YOU BUY IT?
BETTER THAN: Ape Escape 2
WORSE THAN: Super Mario Sunshine
WAIT FOR: Ape Escape: Million Monkeys (but don't, really)
BEST PRICE: £19.99, amazon.co.uk

• **OUT:** NOW • **FORMAT:** PSP • **PRICE:** £35.00 • **DEVELOPER:** TEAM 17
• **PUBLISHER:** THQ • **ONLINE:** BATTLE • **SPECIAL:** 'HOTSEAT' • **OTHER FORMATS:** DS • **WEB:** WWW.WORMSOPENWARFARE.COM • **PLAYERS:** 1-4



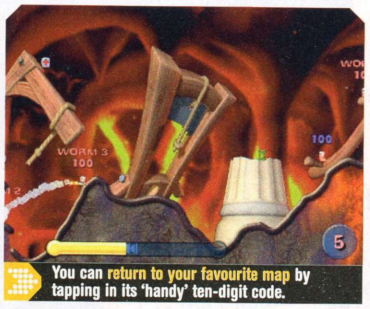
Aiming's easy: up and down to move, then hold X for distance. Just watch the wind...



How to lose a friend in one easy step: Air Strikes are powerful, but a bit cheeky.

WORMS: OPEN WARFARE

The worm turns. Back.



You can return to your favourite map by tapping in its 'handy' ten-digit code.

Back to basics for the mad maggots. It's battlefield 1992 as fourteen years of new weapons and features are stripped out, making *Open Warfare* the 'straightest' war of the wriggles for ages.

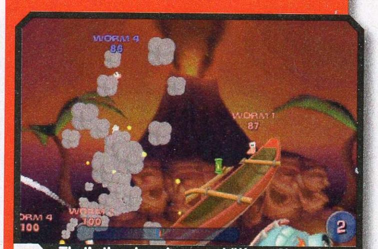
That's not all bad. *Worms* on its own – a turn-based battle of bazookas, banana bombs, exploding sheep and screaming airstrikes – still provides some of the best fun you can have with friends. *Open Warfare* is Ad Hoc enabled, so there's huge potential for giggles as you grenade the scenery out from underneath a friend and watch their worm sink sadly down to the ocean floor. No Game Sharing, sadly, but the 'Hotseat' mode – single-system multiplayer achieved by playing pass-the-parcel with your PSP – is a lovely touch.

NOTHING NEW

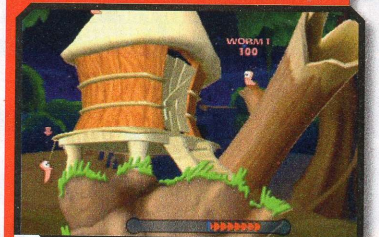
But it does feel like a backward step. The funny accents and personalisation that *Worms 3D* boasted – that's all gone. Near-infinite maps all feel the same when they're played out against just *six* different barely-animated backgrounds, and the teensy visuals are cute but barely visible on the PSP's miniscreen. Pleasant snow effects, sure – but that's about it. Vintage *Worms* for full price? "Stooo-pid", as the little fellas say. GM

WHOOPS!

Find some friends. Go and do it now. Because *Open Warfare*'s PSP-controlled robot worms are unpredictable brain-wrongs.

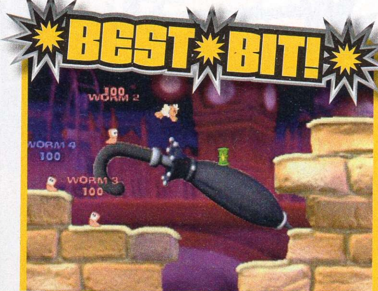


That's the cleverly-named 'Worm 3' getting caught in his own cluster bomb.



Ninja ropes: now *that's* using their noggins. With six seconds to go...

BEST BIT!



The little sheep gallop like a lovable cloud. And then explode in your face.

JUDGEMENT

MARK

GRAPHICS 62%
Hilariously worried looks on the Worms – otherwise, not much going on.

GAMEPLAY 84%
Worms attracts Marmite-rivalling levels of love and hate. We still love it.

LIFESPAN 70%
Unparalleled turn-based carnage via WiFi. But solo, there's little to do.

OVERALL

60%

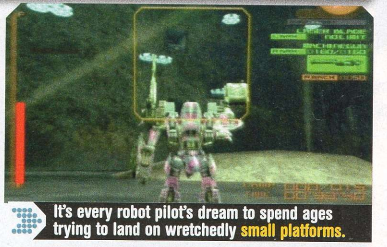
Small in every sense. It's still pleasingly violent – but this is a bare-bones edition.

SHOULD YOU BUY IT?
BETTER THAN: Ape Escape Academy
WORSE THAN: Koloomn
WAIT FOR: Field Commander
BEST PRICE: £29.99, amazon.co.uk

OUT: NOW • **FORMAT:** PS2 • **PRICE:** £19.99
DEVELOPER: FROM SOFTWARE • **PUBLISHER:** 505 GAMESTREET • **ONLINE:** NO
OTHER FORMATS: NONE • **WEB:** WWW.ARMOREDCORE.AGETEC.COM • **PLAYERS:** 1-2

ARMORED CORE: NINE BREAKER

And don't think your tens and elevens are safe, either...



It's every robot pilot's dream to spend ages trying to land on wretchedly **small platforms**.

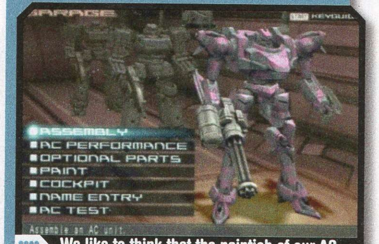
As this is about the 73rd *Armored Core* game to appear, you'd think its followers would, by now, be very difficult to impress with new instalments. And here, for lack of a better explanation, From Software have splintered under pressure.

Rather than dazzle us with, say, an exciting Story mode, *Nine Breaker* goes straight for the adrenal glands with no fewer than *150* deeply tedious (and sometimes frustratingly difficult) training missions. The rest of the game is a serviceable Arena mode against single opponents, and there's the staple Garage bit, where you build an Armored Core in remarkable, novice-terrifying detail.

It's really hard to see who this is aimed at, though: series devotees will be disappointed by the lack of genuinely significant new stuff, and newcomers will curse the fact that there isn't a more engaging game here through which to get their heads around *AC's* complicated customisation-based play. A misfire.

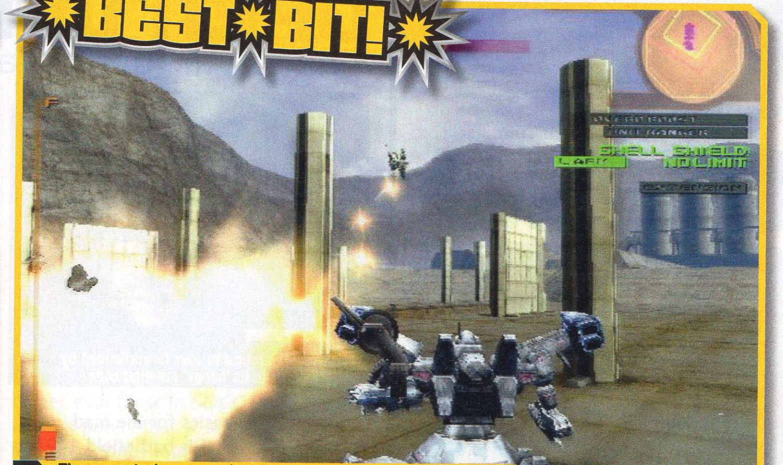
MECH-ANO

The only real worthy thing in *ACNB* is the customisation: there are around 400 parts to juggle, and all of them can be tuned in detail, not to mention doused in various shades of paint. It's the biggest selling point, though not unique to this particular *AC*.



We like to think that the paintjob of our AC, **The Fork**, helped it to victory many times.

BEST BIT!



The moment when you understand what all the robot parts actually *do*. Though this'll follow about a decade of studious research.

JUDGEMENT

ADAM

GRAPHICS 57%
Nothing *too* ogreish, but a country mile from being in any way dazzling.

GAMEPLAY 38%
Adequate arena bouts, and training challenges fashioned from bile.

LIFESPAN 73%
Multi-player could last ages, but you're better off with a different *AC* game.

OVERALL

41%

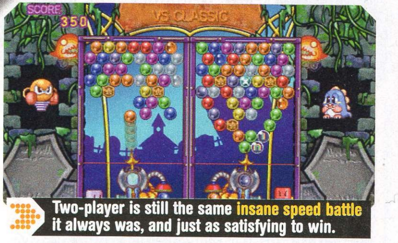
A meagre, mostly unjustifiable package whose ambitions plough the soils.

SHOULD YOU BUY IT?
BETTER THAN:............Robot Wars on telly
WORSE THAN:...........Armored Core: Nexus
WAIT FOR:.....Armored Core: Sigma Project, TBC
BEST PRICE:....................£19.99, game.net

OUT: NOW • **FORMAT:** PSP • **PRICE:** £34.99 • **DEVELOPER:** 505 GAMESTREET • **PUBLISHER:** 505 GAMESTREET
ONLINE: NO • **OTHER FORMATS:** NONE • **WEB:** WWW.505GAMESTREET.COM • **PLAYERS:** 1-2

BUST-A-MOVE GHOST

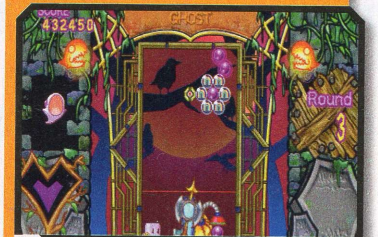
An old favourite returns – but this time it's spooky!



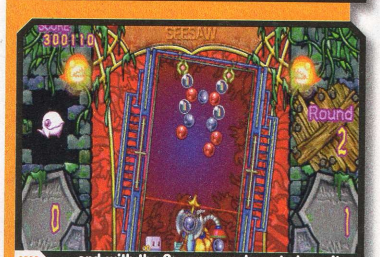
Two-player is still the same **insane speed battle** it always was, and just as satisfying to win.

I'M BUSTED!

Apart from the classic *Bust-a-Move* game we all know and love, there's some great variations on the groovy theme to keep you amused. Most of them are worth a play in their own right, with everything from the titular Ghost game to the brain-bending Seesaw mode to add to the addictive bubble-busting fun!



You have to think backwards with the **Ghost mode** – not as easy as it looks...



...and with the Seesaw you have to keep it **all balanced** if you want to bust the bubbles.

Unless you've been living in a cave at the top of a mountain a thousand miles from civilisation for the last 12 years, you can't have failed to have let *Bust-a-Move* into your life in at least one of its many incarnations.

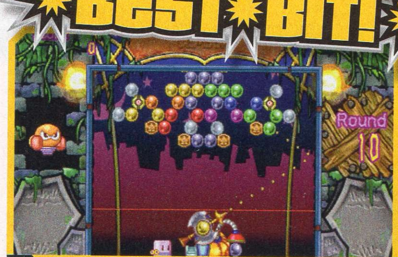
And if you have just climbed down off that snowy peak, even you will be able to enjoy this little cracker of a game. It might not have progressed a whole bundle since its 1994 debut, but that, in a way, is its strength. A simple, uncomplicated puzzling classic that still has you gnawing your knuckles in frustration, and shouting at the cat. And by heavens, if ever a game was made for the PSP, this was it. Colourful, challenging and just smashing on the tiddly format.

GHOST TOWN

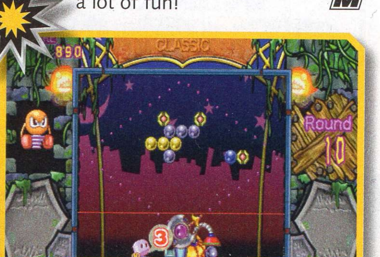
But how is it different from its many predecessors?

Well, not all that much to be honest. There's a bit of spooky livery splashed about the place, and a great new ghosty variation on the classic version if you fancy getting exotic. But it's that familiar sameness that keeps you coming back for more and more. You know what you're getting, but you don't mind because it's still a heck of a lot of fun!

BEST BIT!



No matter how long this game's been around, you still can't beat the joy of clearing a huge screenful!



And the updated looks and pretty backgrounds make it a pleasure to go bubble bursting.

JUDGEMENT

ROY

GRAPHICS 78%
Nothing too fancy is required here, but the colours are clear.

GAMEPLAY 80%
Straightforward roll-your-sleeves-up-and-play puzzling to get stuck into.

LIFESPAN 85%
One of those games you can keep picking up and playing forever.

OVERALL

82%

Sweet and simple. It might be old-fashioned, but it's as addictive as it's ever been.

SHOULD YOU BUY IT?
BETTER THAN:..Super Bust-a-Move, 80%
WORSE THAN:...having your own dinosaur
WAIT FOR:............Bust-a-Move Ghost 2, TBC
BEST PRICE:...................£24.99, play.com

CONGRATULATIONS!

You've unlocked *GamesMaster's* bonus cheats page!
Please enjoy these cheats on the house:

NEED FOR SPEED: MOST WANTED

Unlock the Porsche Cayman

At the 'Press Start' screen, press L1, R1, R1, R1, →, ←, →, ↓

GRAND THEFT AUTO: LIBERTY CITY STORIES

Pedestrians Attack You

L1, L1, R1, L1, L1, R1, ↑, △

ANIMAL CROSSING: WILD WORLD

Visit Tom Nook's home

Go to the back of Tom Nook's shop between 12:00 and 2:00 p.m. Use a shovel to hit the back wall three times, then hit the front entrance once to be able to enter and see Tom Nook in pyjamas with a teddy bear.

THE CHRONICLES OF NARNIA: THE LION, THE WITCH AND THE WARDROBE

Level select

At the Wardrobe level selection screen, hold L1 and press ↑, ↑, →, →, ↑, →, ↓. Repeat the code to disable its effect.

POKÉMON EMERALD

Mew

Acquire the Old Sea Chart, and go to Faraway Island.

ONIMUSHA: DAWN OF DREAMS

Alternative costumes

Successfully complete the Test Of Valour to unlock alternative costumes. Additional costumes will be unlocked if the Test Of Valour is completed with all Gold ranks.

RESIDENT EVIL DS

Play as Rebecca Chambers

Complete Rebirth Mode as Chris

THE RUB RABBITS!

Snowball chase time attack

Beat Scene23

PAC-MAN WORLD 3

Unlock all levels and mazes

At the main menu, quickly press ←, →, ←, →, Ⓑ, ↑ to unlock levels and mazes

VIEWTIFUL JOE: RED HOT RUMBLE

Play as Movie Fan Joe

Complete the Captain Blue Begins Special Edition chapter in Story mode.

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CHEAT!
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TIPS COUNT 20,387
COMPLETE EVERY GAME YOU OWN TODAY!
EVERY NEW CHEAT
NEW CHEATS!
TURN OVER FOR MORE!

ON SALE NOW!

From the makers of...

GAMES MASTER

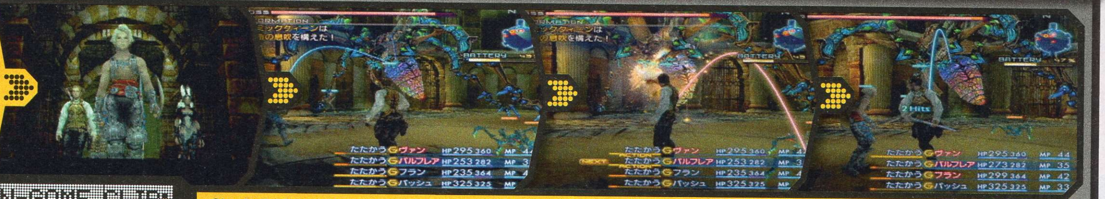
OUT: NOW (JPN), TBC (US/UK) • **FORMAT:** PS2 • **PRICE:** £39.99
DEVELOPER: SQUARE ENIX • **PUBLISHER:** SQUARE ENIX • **ONLINE:** NO
SPECIAL: DOLBY PRO LOGIC 2 • **OTHER FORMATS:** NONE • **WEB:** WWW.FF12.COM • **PLAYERS:** 1

WHAT IS IT?

Role-playing epic centred on a team of four heroes, and their bid to stop the world falling apart. *Again?*

- Real-time combat system
- Non-linear upgrade 'board' for character crafting

IN-GAME CLIP:



Give individual orders to your four-man squad, or equip them with pre-assigned 'Gambit' commands to see them through fights.

FINAL FANTASY 12

The RPG king returns to claim its throne. Finally...

Christ. First *Dragon Quest* and *Kingdom Hearts 2*, then *Rogue Galaxy* and now this. Quite how even the most committed PS2 RPG nuts are expected to keep up is a mystery, not to mention those multi-format adventurers who are probably still nerd-deep in *Oblivion*. Still, that's as far as major complaints go, since *Final Fantasy 12* is excellent, from its lavish cutscenes through to the solid workings of its real-time combat.

Final Fantasy 11 aside, *FF* games have felt similar for way too long, offering the same line-dancing random battles and pre-rendered backdrops from *FF11* through to *10-2*. *12* breaks that with a game world that offers full camera control without any compromise in detail. And the cinematics... of course, every game these days has a slick, money-pit intro movie to show off, but even *FF12's* in-game cut-scenes are skilfully crafted, from convincing facial movements and animation to the costumes themselves.

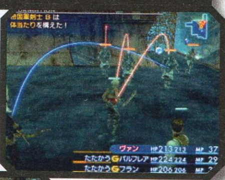
SEE AND DO

The game's towns are packed with impressive numbers of characters, and exploration feels like true exploration since there's a serious amount of side questing to be had. There are few dungeons that don't offer a surprise or two on a revisit, but these places can sometimes feel repetitive. You can recharge your magic points by running around: it's a dull tactic, but a necessary trudge for some of the tougher moments, with the occasional irritating boss battle giving way to a nasty checkpoint.

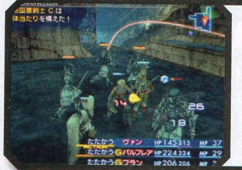
After its stormy development, *FF12* isn't just a worthy instalment of the series, but a great RPG in its own right, one that thinks differently and feels all the better for it. PS3 has a *lot* to live up to, that's for sure...

> "EVERY GAME NOWADAYS HAS A MONEY-PIT INTRO TO SHOW OFF"

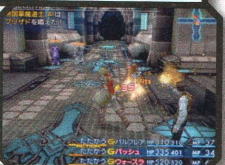
PUT 'EM UP



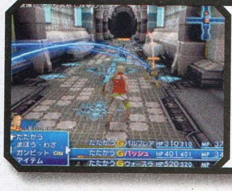
FF12's battle system is satisfying. Characters and enemies 'spit' light at their target to show where they're attacking.



This allows you to keep track of scraps. Attacks still have a waiting period of a few seconds before they happen, though.



Instead of ordering your team individually, you can give them a selection of 'Gambits', commands for them to follow...



...such as curing themselves once their health drops below half. You can give them a whole load of Gambits to use at once, too.

There are plenty of wow-rich CGI cutscenes, but we've seen plenty of these before...

ウォースラ 行け！
ここは俺たちが食い止める

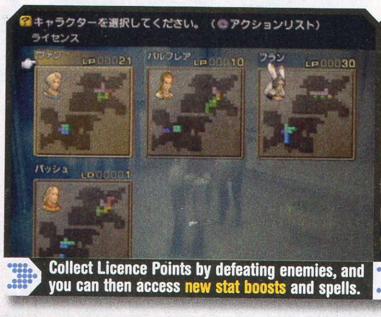
...it's those in-engine cutscenes that are staggeringly good. Top marks.

BEST BIT!

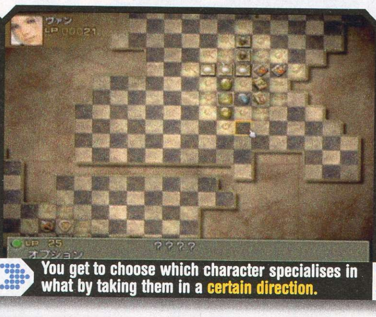
The combat! No, wait – the cutscenes! Combat! Cut scenes! Ah, what the hell, we'll stick with the fighting.

LICENCE TO SKILL

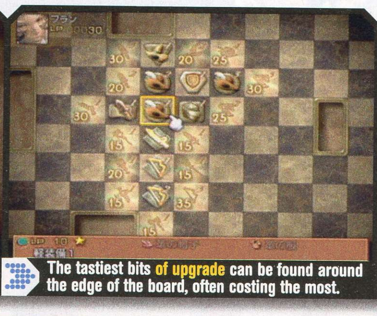
You don't acquire new abilities just by totting up enough battles and getting a pat on the head as you level up – you'll have to unlock them along a skill board that's a little like that of *Final Fantasy 10*, but more freeform.



Collect Licence Points by defeating enemies, and you can then access new stat boosts and spells.



You get to choose which character specialises in what by taking them in a certain direction.



The tastiest bits of upgrade can be found around the edge of the board, often costing the most.

Other Formats

The closest alternative on your console:

GBA	Final Fantasy 4: Advance	88%
CUBE	Baten Kaitos	89%
XBOX	Elder Scrolls 4: Oblivion	93%

JUDGEMENT

STEVE

GM LOVES	GM HATES
+ The scale, the detail, the business, the freedom to look around and gawp + A battle system that's a cut above polite, tired turn-based scrapping + The cutscenes	- Dungeons can feel interchangeable after a while - Too few save points in some areas - Some people won't like the changes

GRAPHICS 92%
The draw distance doesn't quit, yet you've got full camera control...

GAMEPLAY 89%
Engaging combat, with the odd feeling of déjà vu from the dungeons.

LIFESPAN 93%
Huge. The plotline is only half of what it offers, with lots for players to sniff out.

OVERALL

91%

The freshest *Final Fantasy* for a long time. It's different, but it hangs together superbly.

SHOULD YOU BUY IT?

BETTER THAN:	Suikoden 4, N/A
WORSE THAN:	Zelda: The Wind Waker, 97%
WAIT FOR:	Disgaea 2, Autumn
BEST PRICE:	£29.99, play.com

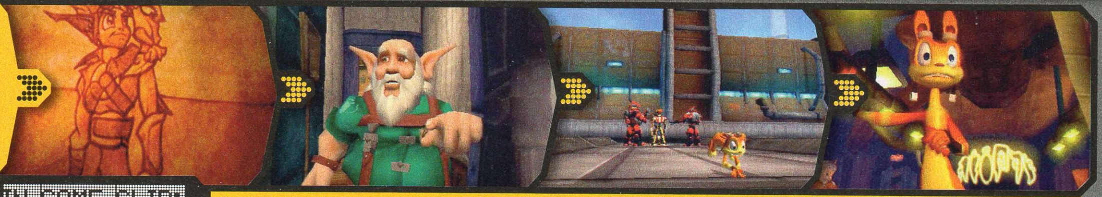
OUT: NOW **FORMAT:** PSP **PRICE:** £49.99
DEVELOPER: READY AT DAWN **PUBLISHER:** SCEE **ONLINE:** NO **SPECIAL:** WIRELESS MULTI-PLAYER
OTHER FORMATS: NONE **WEB:** WWW.US.PLAYSTATION.COM/CONTENT/OGS/UCUS-98618/SITE/ **PLAYERS:** 1-2

WHAT IS IT?

Super-slick platformer, with added combat, starring the *Jak and Daxter's*, well, Daxter.

- Single-player includes racing, playable dream sequences and combat

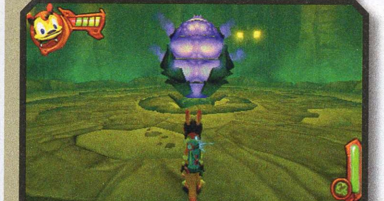
HOW IT PLAYS!



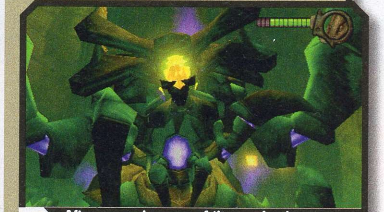
IN GAME CLIP: Daxter takes place between *Jak and Daxter* and its sequel, and the intro shows out hero going it alone in Haven City…

BIG BAD BUGS

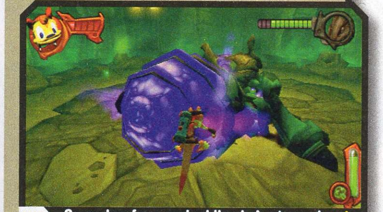
Every so often in *Daxter* you'll face a boss. The first one is an exhilarating race after a huge dragonfly thing. The second one is a bit more traditional, but a lot more dangerous…



Aiee! It's the Hive Queen! She'll start her attack by spitting out little bugs at you.



After several waves of these, give her a whack and she'll reveal her full putrid self.



Spray her face, and while she's stunned, get behind her and smack her in the abdomen.

DAXTER

Small, furry, orange, and right at home on the PSP…

Jak's irritating sidekick getting a game by himself? How much fun could that ever be? The answer, surprisingly, is lots – this is a heart-swellingly joyful example of all that is good and right about platform games. *Daxter,* a game which you might be justified in thinking could be a tricky proposition, is just brilliant. And who'd have thought it?

Daxter, being a sequel, is bound to be very reminiscent of original *Jak and Daxter.* Our hero can now hop on his moped and pootle around Haven City (which is curiously empty), and there's a fair bit of racing involved here. But in the main this is all about running and jumping, and building up new abilities until you're mixing and matching platforming moves in a finger-twizzling display of gaming prowess.

A BUG'S LIFE

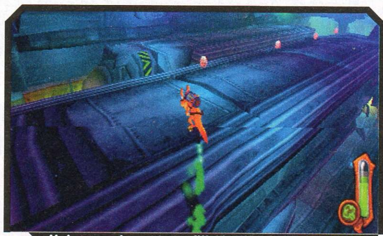
With Jak behind bars in Haven jail, Daxter is forced to take a job as a bug exterminator to tackle a pest problem in the city. In the main, the game is all about this – hunting down bugs and squishing 'em good. And it's really in Daxter's equipment that the beauty of the game lies; using his bug spray, he can hover for short periods, can become a flamethrower, and eventually much more besides. It's exciting stuff.

Like all the best platformers, *Daxter* doles out abilities that expand the game world considerably and excitingly. And it all looks incredible – make no mistake, this is a genuine triumph for the PSP. Sure, *Daxter* doesn't offer anything new, but it does platforming with such style that it's impossible to ignore. GM

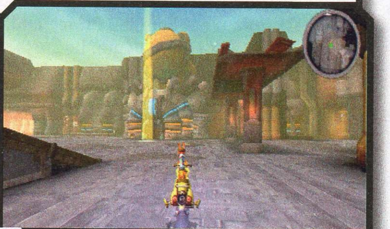
> "YOU'RE MIXING AND MATCHING PLATFORMING MOVES IN A DISPLAY OF GAMING PROWESS"

SPICE OF LIFE

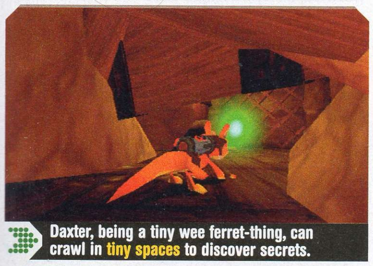
Like the *Jak and Daxter* games before it, there's loads more to *Daxter* than simply running and jumping. As well as the dream-based mini-games, you'll get vehicles to ride (like the moped you get to scoot around Haven City on, or the spray-equipped hover bikes that you can use to banish bugs), and unusual levels where you to have leap from moving train to moving train. While the routine of bug exterminating can sometimes get tiresome, there's always a change of pace and scenery to freshen things up.



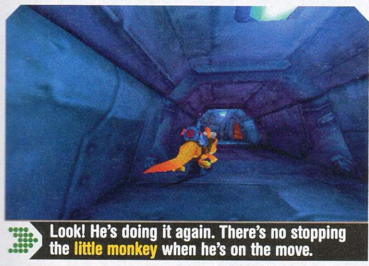
Unless you've got a refill ahead, you'll run out of juice quickly, so stock up as you go.



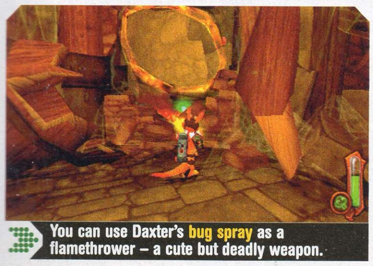
Zipping around Haven City on your miniature motorbike is as fun as it ever was. Which is very.



Daxter, being a tiny wee ferret-thing, can crawl in tiny spaces to discover secrets.

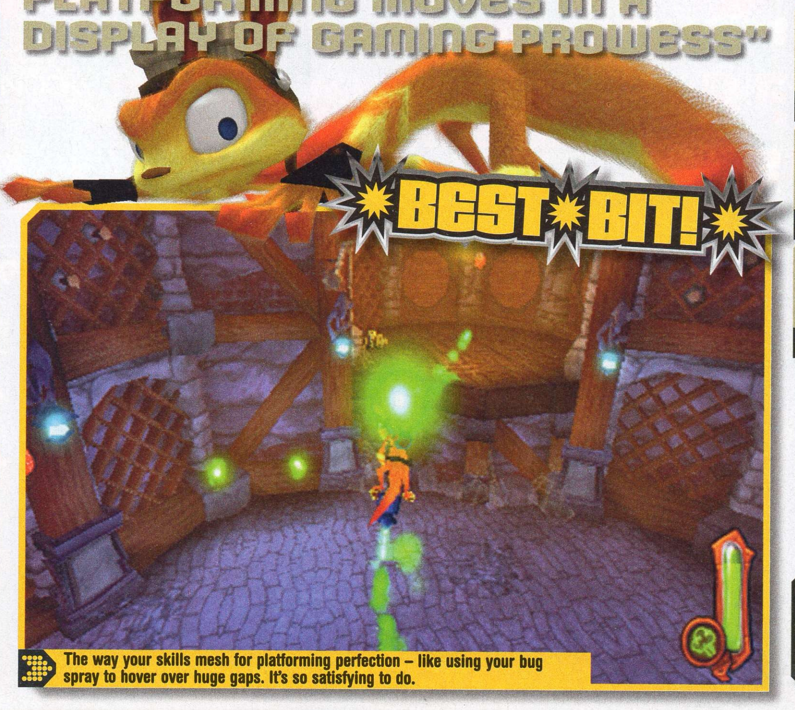


Look! He's doing it again. There's no stopping the little monkey when he's on the move.



You can use Daxter's bug spray as a flamethrower – a cute but deadly weapon.

BEST BIT!



The way your skills mesh for platforming perfection – like using your bug spray to hover over huge gaps. It's so satisfying to do.

Other Formats

The closest alternative on your console:

PS2	Jak and Daxter	87%
CUBE	Super Mario Sunshine	95%
XBOX	360 Kameo	82%

JUDGEMENT

JES

GM LOVES

- + Beautiful graphics
- + Brilliant controls
- + Top-notch platforming

GM HATES

- – Can get repetitive
- – Not terribly surprising
- – Daxter's wisecracks, sometimes

GRAPHICS 90%
Just lush. Pin-sharp, super-detailed and belly-ticklingly colourful.

GAMEPLAY 88%
Top-notch platforming with racing and fighting thrown in for good measure.

LIFESPAN 85%
A decent single-player game, and odd but entertaining multi-player.

OVERALL

89%

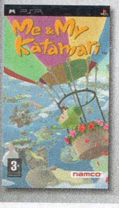
One of the best platformers we've played in years. This handheld treat is a minor classic!

SHOULD YOU BUY IT?

BETTER THAN: Death Jr, 65%
WORSE THAN: Nowt – It's the best platformer on PSP!
WAIT FOR: Nothing
BEST PRICE: £29.99, amazon.co.uk

- **OUT:** NOW
- **FORMAT:** PSP
- **PRICE:** £34.99
- **DEVELOPER:** NAMCO
- **PUBLISHER:** EA
- **ONLINE:** BATTLE
- **OTHER FORMATS:** NONE
- **WEB:** WWW.NAMCO.COM/GAMES/MEMYKATAMARI
- **PLAYERS:** 1-4

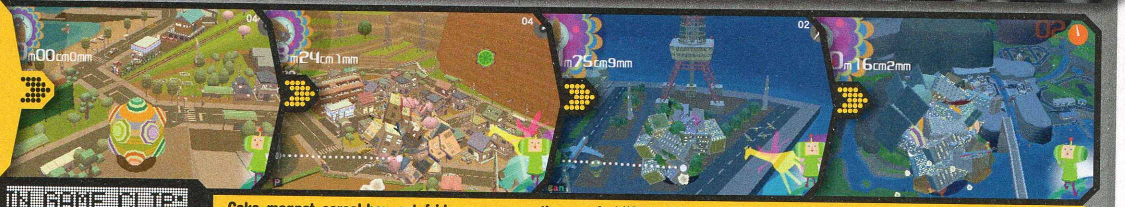
WHAT IS IT?



Mad PS2 roll-'em-up goes portable. Push a ball around and pick up increasingly large objects until it's the size of the moon.

- Over 20 levels of technicoloured off-its-trolleyness

HOW IT PLAYS



IN GAME CLIP: Cake, magnet, cereal box, cat, fridge, sumo wrestler, car, forklift truck, house, boat, whale, skyscraper, mountain.

ME & MY KATAMARI

Roll up! Roll up! For the death of *Damacy*...

That's your lot, then. If last month's surprise shutdown of the Japanese *Katamari Damacy* website is anything to go by, this is the last time we'll take the Prince and his balls out for a spin. Shame, because this is a slightly disappointing way for the series to go out.

Me & My Katamari looks and sounds as good as the twin PS2 roll-a-thons – better, even, as the island-based 'menu' (which you can name whatever you fancy) is a splendidly sunny place to scamper around in. The usual cast of nutcases populates the levels: dancing sumo wrestlers, cats on beach balls, you know the sort. And it's as much fun as ever to progress from rolling up riceballs, to watching crab legs wiggling on the edge of your Katamari, to knocking salarymen off their bikes.

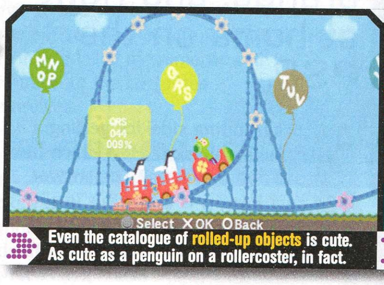
WE'LL MISS KATAMARI

So what's the problem? The controls. Twin analogue sticks to D-Pad and buttons just won't go, and some strange control choices don't help, like – deep breath – forward and △ to turn left but → and ◎ to turn right. Wrestling with that while staring down at the PSP screen, the camera spinning and flipping like a butterfly in a blender, genuinely gave us motion sickness. It's *much* easier to fail a level than on the PS2.

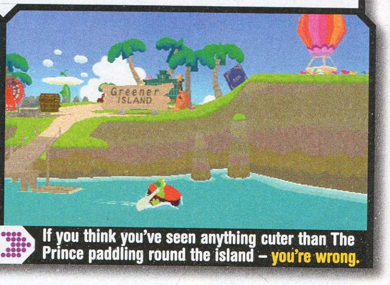
Also, the lack of imagination is a big disappointment after *We Love Katamari's* colourful racetracks, fireflies and snowballs. Ballooning up to 100 metres and sucking entire islands out of the sea is still a wonderful thing. It's just upsetting to see *Katamari Damacy* ending up pretty much where it started. GM

ISLE LOVE KATAMARI

As if destroying the known galaxy wasn't enough, the King Of All Cosmos kicks off *Me And My Katamari* by destroying the habitats of a menagerie of unlucky animals. The Prince's mission is to roll Katamaris big enough to act as makeshift island homes. Our advice: leave the story and the manual well alone. The real fun comes with exploring the little archipelago hub and finding areas you never knew existed (like Beanstalk Island, where your collected cousins hang out). All the animals you help end up happily strolling around your little islet, the network options are accessed from a little picnic table – and the distant sunsets are beautiful. We're going to miss you, *Katamari*.



Even the catalogue of rolled-up objects is cute. As cute as a penguin on a rollercoster, in fact.



If you think you've seen anything cuter than The Prince paddling round the island – you're wrong.

Other Formats

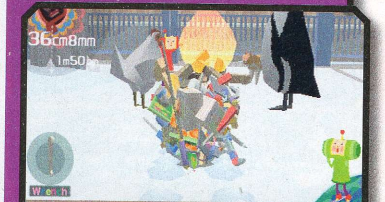
The closest alternative on your console:

DS	Super Monkey Ball	85%
CUBE	Chibi-Robo!	76%
PSP	We Love Katamari	79%

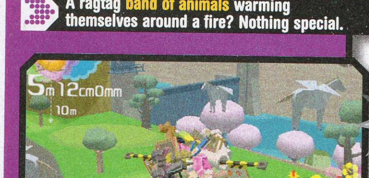
> "THE CAMERA'S SPINNING LIKE A BUTTERFLY IN A BLENDER"

MADBALLS

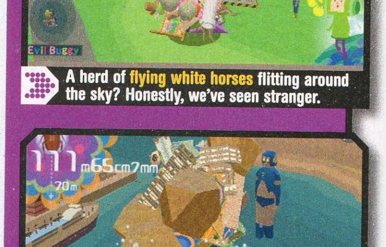
Even after three games, *Katamari Damacy's* twisted cities full of bizarre happenings can still take you by surprise. It's the only place where humans and bicycling mice co-exist in perfect harmony: there's a lesson in there for all of us.



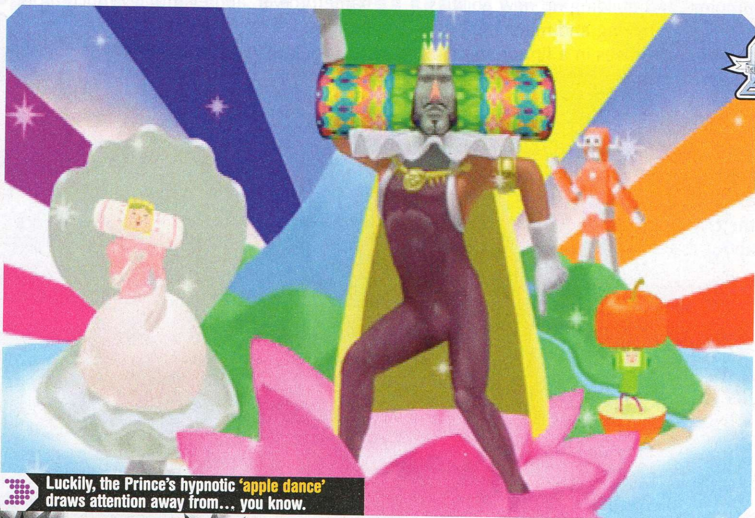
A ragtag band of animals warming themselves around a fire? Nothing special.



A herd of flying white horses flitting around the sky? Honestly, we've seen stranger.

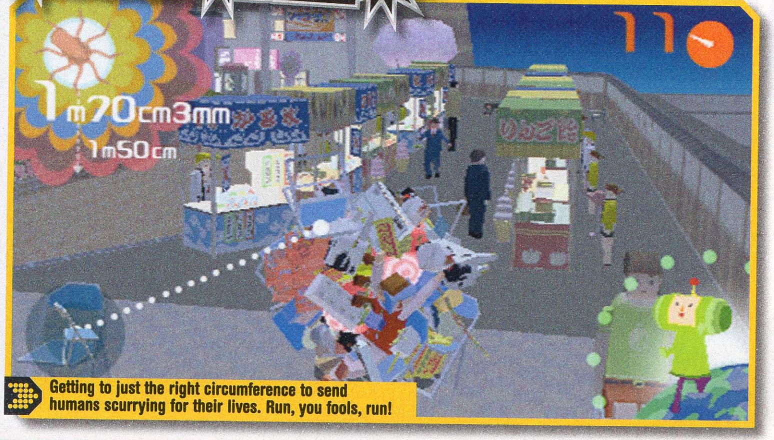


Glowing-eyed 50-foot-tall bloke paddling in the ocean in blue Speedos? Now *that's* odd.



Luckily, the Prince's hypnotic 'apple dance' draws attention away from... you know.

BEST BIT!



Getting to just the right circumference to send humans scurrying for their lives. Run, you fools, run!

JUDGEMENT MARK

GM LOVES

- + The Katamari concept. Still
- + Rolling up a storm online
- + Picking up statues. Ding!

GM HATES

- The camera making us queasy
- Limited selection of levels
- Slowdown when things get busy

GRAPHICS 85%

Crisp, clear, and bonkers. The King's mouth-rainbow is better than ever.

GAMEPLAY 72%

Still well-rounded: but without the PS2 joypad, it's fiddlier than you might like.

LIFESPAN 57%

The first *Katamari Damacy* where you might give up through frustration.

OVERALL

77%

Mad as a melon and just as much fun to sink your teeth into, but control issues mean pain.

SHOULD YOU BUY IT?

BETTER THAN: ....Ape Escape 2, 74%
WORSE THAN: .... Lumines, 86%
WAIT FOR:.................................Loco Roco, TBC
BEST PRICE:............£29.99, amazon.co.uk

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wrong (rɒŋ) *adj* **1** incorrect or odd. **2** gambling your money on an unknown budget title that's barely worth 10p, let alone £10.

right (raɪt) *adj* **1** correct, appropriate or true. **2** only paying a tenner for a game recommended by PC Gamer or 100,000 of your fellow gamers.

(source: www.mastertronic.com)

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MAD

PC GAMER PRESENTS

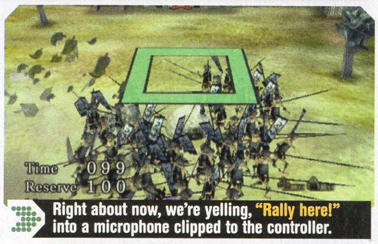
askaboutgames.com

www.askaboutgames.com

OUT: NOW • **FORMAT:** GC • **PRICE:** £39.99
DEVELOPER: VIVARIUM • **PUBLISHER:** NINTENDO • **ONLINE:** NO
SPECIAL: MICROPHONE • **OTHER FORMATS:** NONE • **WEB:** WWW.NINTENDO.COM • **PLAYERS:** 1

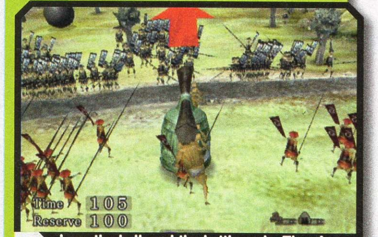
ODAMA

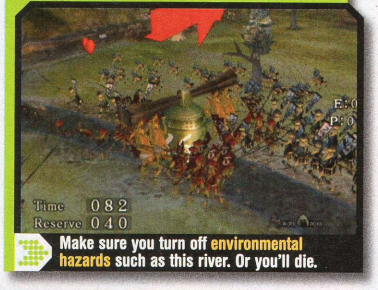
So, is it really the best thing ever? Oh...


Right about now, we're yelling, "Rally here!" into a microphone clipped to the controller.

JEEPERS!

The object of the game is to help your men ferry a giant bell into the enemy camp (sounds obvious, doesn't it?). You then use the ball to clear a path for them, then fight the enemy commander in a pinball boss battle where men wear nappies.


Lose the bell, and the battle ends. There's a smutty bit of innuendo in there somewhere.


Make sure you turn off environmental hazards such as this river. Or you'll die.

Marmite and peanut butter, Mario and football, Owen Hargreaves and an England shirt. To this list of 'things that will never go together, no matter how brilliant an idea it seemed at the time' you can now add pinball and military strategy.

DAMNED IF YOU DO

Odama had the attention-grabbing concept, the exciting heritage (it's from the guys who made *Seaman* on Dreamcast) and the hatstand-crazy storyline to make it a sure-fire hit. But, sadly, the whole thing turned out to be such a mess, it was shuffled into the shops at the end of March without any fanfare at all.

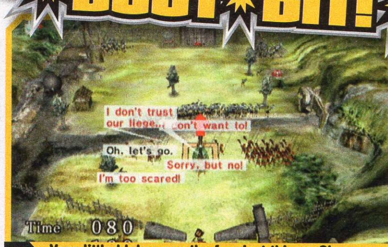
Essentially, neither side of the game – pinball or strategy – works properly. You have to shout commands into the microphone (included) to make your soldiers attack various points on the battlefield, while keeping a huge pinball in play. And the ball is as deadly to your own men as it is to the enemy.

PIN-BALLS UP

Concentrate on the flippers and your troops will be overrun. Concentrate on the fighting and you'll lose the ball, causing an instant Game Over. To advance into enemy territory, you regularly have to sacrifice half of your men, by blasting the ball directly through their bodies. It's like *Command & Conquer* with human bullets. And a ball.

Odama is an insanely difficult, utterly confusing mish-mash of game styles, none of which are executed with style. It's only going to be of interest if you don't mind games where you lose for no obvious reason, or you're interested in a potentially collectible bit of GameCube tat – it does come in a really nice box.

BEST BIT!



Your little blokes say the funniest things. Shame their comments completely obscure the action.

JUDGEMENT

MARTIN

GRAPHICS 70%
The soldiers look basic close up, but there are loads of them to fill the screen.

GAMEPLAY 50%
This is proof that the weirdest ideas aren't always the best.

LIFESPAN 65%
It's deadly hard, so should last ages, if you can be bothered with it.

OVERALL

60%

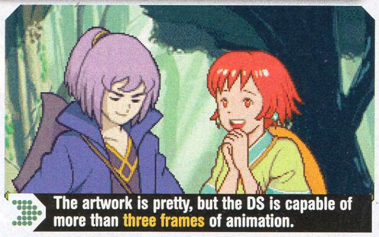
You're really going to have to make an effort to get much fun out of *Odama*.

SHOULD YOU BUY IT?
BETTER THAN: Mario Party 7, 55%
WORSE THAN: Metroid Prime Pinball, TBC%
WAIT FOR: Seaman DS, TBC
BEST PRICE: £29.99, amazon.com

OUT: NOW • **FORMAT:** DS • **PRICE:** £29.99 • **DEVELOPER:** TAITO • **PUBLISHER:** UBISOFT
ONLINE: BATTLE • **OTHER FORMATS:** NONE • **WEB:** WWW.UBISOFT.CO.UK • **PLAYERS:** 1-2

LOST MAGIC

Sometimes the pen really is mightier than the sword...


The artwork is pretty, but the DS is capable of more than three frames of animation.

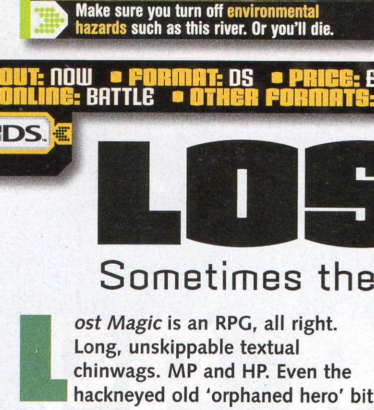
Lost Magic is an RPG, all right. Long, unskippable textual chinwags. MP and HP. Even the hackneyed old 'orphaned hero' bit. But – hang on. It's also a *strategy* game. Realtime battles. Monster generators. Armies of ogreish thugs and snow wolves for you to command.

Whatever *Lost Magic* is, it works. Each battle takes place on a mini-map, and mainly involves bunging magic about with stylus scribbles. The game doesn't pause while you're drawing, so fighting become a tense strategic test: attack from afar; use your team wisely; create magic walls to block stronger enemies. It's good stuff.

Problems? Certainly. At 10 minutes max, missions *should* be easy to swallow – but they often leave you spluttering with frustration thanks to painful slowdown, fiddly controls and a maddeningly brainless team. We know ogres are meant to be stupid – but getting stuck behind hedges? Honestly.

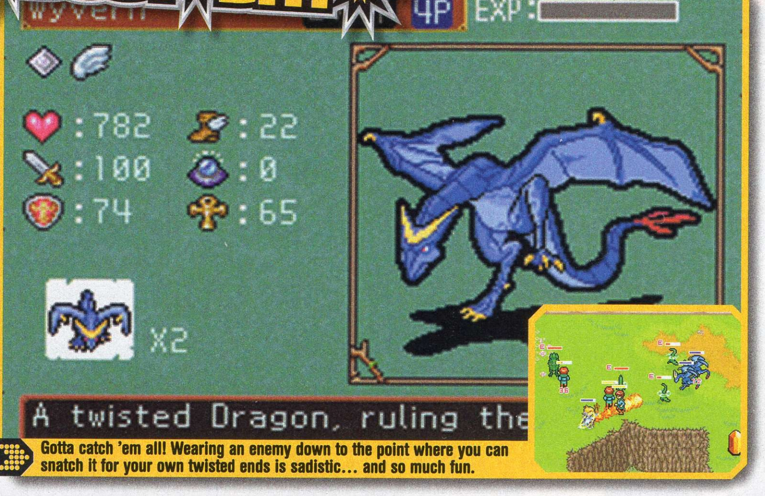
But *Lost Magic's* never so annoying that you don't want to come back to it – and the *Pokémon*-esque ability to capture weakened monsters for your team is addictive. Just don't buy it on the strength of artwork from Studio Ghibli's Yoshiharu Sato. He apparently only managed a few characters before sodding off home.

MAGIC BOX



The more magic you use, the more powerful it becomes. Vary your attacks, because some attacks are good for ranged work.

BEST BIT!



Gotta catch 'em all! Wearing an enemy down to the point where you can snatch it for your own twisted ends is sadistic... and so much fun.

JUDGEMENT

MARK

GRAPHICS 80%
Lovely Studio Ghibli artwork – but they've only done half a day's work.

GAMEPLAY 70%
Occasionally frustrating, often fiddly, but a pleasant mix of RPG and strategy.

LIFESPAN 74%
It's got that *Advance Wars* feel: loads of bite-size missions to keep you hooked.

OVERALL

72%

A slice of *Pokémon*, a dash of *Pikmin*, a little bit of frustration – but a lot of fun.

SHOULD YOU BUY IT?
BETTER THAN: Lunar Genesis, N/A
WORSE THAN: Advance Wars DS, 94%
WAIT FOR: Pokémon Pearl/Diamond, TBc 2006
BEST PRICE: £24.99, amazon.co.uk

SFX

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OUT: NOW • **FORMAT:** DS • **PRICE:** £44.99
DEVELOPER: 2K SPORTS • **PUBLISHER:** 2K SPORTS • **ONLINE:** NO
OTHER FORMATS: XB 360, GBA • **WEB:** WWW.2KSPORTS.COM • **PLAYERS:** 1-2

XBOX 360
GAME BOY ADVANCE
DS

TOP SPIN

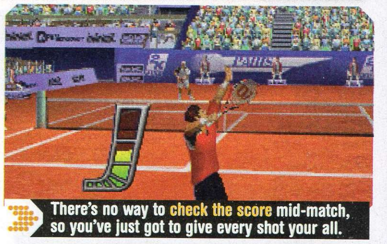
First tennis elbow, now tennis thumb!

Warning: do not think. After two solid hours of 'Out!' and 'Net!', you'll finally nail *Top Spin 2* – but it's a *feel* thing. Pause to work out what you're doing with your fingers, and you'll instantly lose it. It's like stopping to think about how you tie your shoelaces.

Getting to grips with *Top Spin 2's* surprising depth is the key to loving it. You can mix and match the beefy list of safe, not-so-safe and what-the-hell moves to play some bewitchingly authentic tennis – wearing your opponent down and finding chinks in their armour on every point.

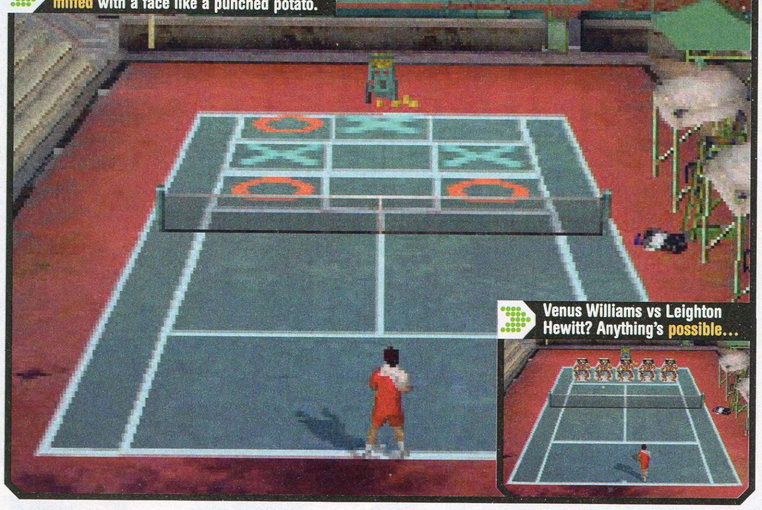
As you improve, the believable fluidity – in terms of looks and play – hooks you hard. The Career mode's the icing on the cake: it might have a badly-acted British trainer ("Cheery-bye!"), but working your way up through the world rankings is massively rewarding.

The only let downs are little things. Too many loading pauses. And training that never actually tells you what you're doing wrong – except to say "The shot was too short" when you hit the net. Otherwise, *TS2* as loveable as Greg Rusedski's haircut.


There's no way to check the score mid-match, so you've just got to give every shot your all.

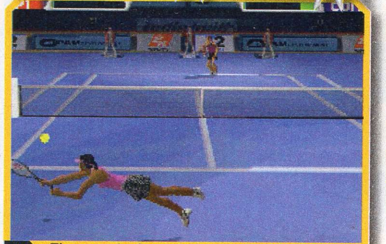
FACE TIME

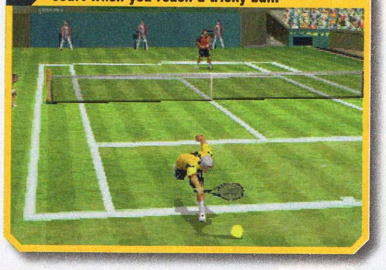
Player faces aren't bad, although some have the *FIFA 2006* plasticine-face curse. But you can recreate Henman's rants with optional 'emoting' after every point.


Henman looks even more aggressively miffed with a face like a punched potato.

Venus Williams vs Leighton Hewitt? Anything's possible...

BEST BIT!


The squeak of new trainer on freshly-polished court when you reach a tricky ball.



JUDGEMENT

LEE

GRAPHICS 70%
The most effort seems to have gone into the dog walking around at the back.

GAMEPLAY 85%
Liquid tennis. Tennis as realistic as you want it, against genuinely clever AI.

LIFESPAN 90%
You won't be happy until you're World No. 1 – then there's Live to tackle.

OVERALL
87%
Racquet-chuckingly frustrating at first; but rich once you start working those balls.

SHOULD YOU BUY IT?
BETTER THAN:............FIFA 2006, 59%
WORSE THAN: Fight Night Round 3, 90%
WAIT FOR:........Rockstar Table Tennis, May
BEST PRICE:...........£39.99, amazon.co.uk

OUT: NOW • **FORMAT:** XB • **PRICE:** £39.99 • **DEVELOPER:** REBELLION • **PUBLISHER:** EIDOS
ONLINE: MULTI-PLAYER • **OTHER FORMATS:** PS2, PC • **WEB:** ROGUETROOPER.COM • **PLAYERS:** 1-4

PS2
XBOX
PC

ROGUE TROOPER

What you get when you cross Triple H with a smurf...

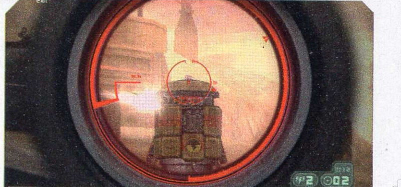
You could say that Rogue Trooper (a person has a crucial advantage over the evil Nort Republic in his crusade to get revenge for the massacre of his people) has got baggage – he's lugging around three of his dead team mates.

Not their rotting physical corpses, of course – that would be as unhelpful as it would be squishy. Nope, his comrade's brains have been preserved in the shape of bio-chips, and he's sown them into his gun, his helmet and his backpack in an extremely avant-garde fashion statement.

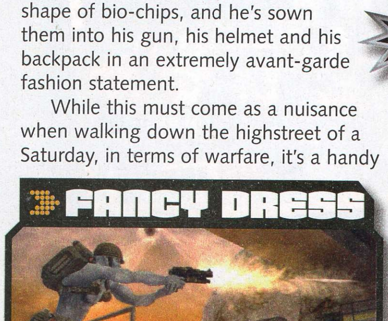
While this must come as a nuisance when walking down the highstreet of a Saturday, in terms of warfare, it's a handy trick indeed. The Rogue is a one-man wrecking crew, as his backpack is able to create new weapons from salvaged scrap, and his helmet can create a decoy hologram instantly.

BLUE FUN-DAY

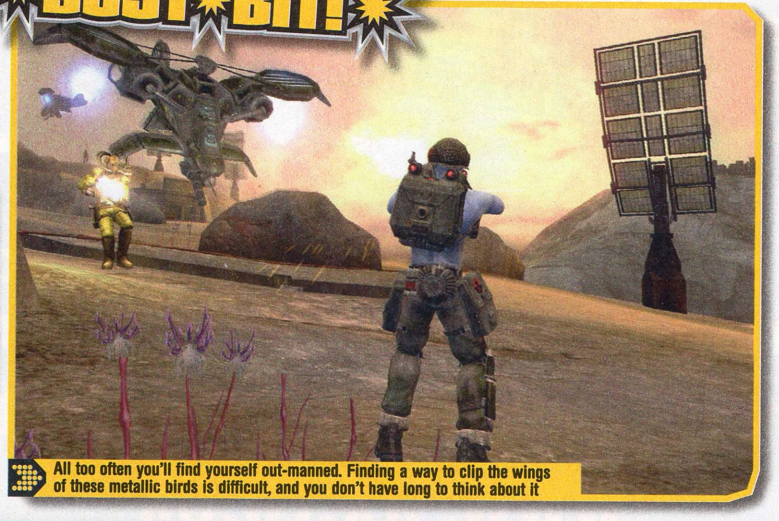
Meanwhile, his gun can set up camp as a stand-alone sentry, able to provide cover while the Rogue does what it is that blue-skinned mutants do (usually running around shooting everything that moves – they're not the life and soul of the party, that's for sure). *Rogue Trooper* the game never truly capitalises on the promise that these bizarre semi-squad dynamics show – generally shoehorning you into solutions. Still, *Rogue Trooper* is a decent enough shooter, with good weapons and a decent cover system – but only fans of the comic will get the most from it.


With a name like Bagman, some might say he was destined to become a backpack.

FANCY DRESS


Here Rouge Trooper gives us a lesson in what not to wear for combat. Enemies: plated in several tons of metal. Rogue Trooper: Goes topless. The big blue idiot.

BEST BIT!


All too often you'll find yourself out-manned. Finding a way to clip the wings of these metallic birds is difficult, and you don't have long to think about it

JUDGEMENT

ALEX

GRAPHICS 81%
It's all a bit too clean and clinical, but it is faithful to the comic.

GAMEPLAY 75%
Room for manoeverings but hackneyed when you get to the bare bones of it.

LIFESPAN 57%
Has potential on 'Massacre' level but you're just about done after one go.

OVERALL
69%
Rogue Trooper fanboys will love it, but not an essential purchase for the rest of us.

SHOULD YOU BUY IT?
BETTER THAN:........Judge Dredd: Dredd Vs Death, 64%
WORSE THAN: ......Ghost Recon: Advanced Warfare, 89%
WAIT: Rainbow Six: Critical Hour, September

- **OUT:** NOW • **FORMAT:** PS2 • **PRICE:** £19.99 (MINUS MIC)
- **DEVELOPER:** SONY • **PUBLISHER:** SONY
- **ONLINE:** NO • **OTHER FORMATS:** NONE
- **WEB:** WWW.PLAYSTATION.CO.UK • **PLAYERS:** 1-8

SINGSTAR ROCKS!

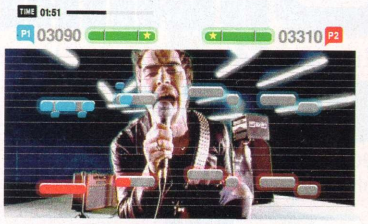
Rocking the joint or stinking the place out?

The *SingStar* party just keeps on rocking! Apparently. Pick of the thirty tracks include:

Blur - *Song 2*, Coldplay - *Speed Of Sound*, Deep Purple - *Smoke on the Water*, Franz Ferdinand - *Do You Want To*, Hard Fi - *Hard To Beat*, Keane - *Everybody's Changing*, Maximo Park - *Apply Some Pressure*, Queen - *Don't Stop Me Now*, The Bravery - *An Honest Mistake*, The Hives - *Hate To Say I Told You So*, The Killers - *Somebody Told Me*, The Rolling Stones - *Paint It Black* and The Undertones - *Teenage Kicks*.

If you dig most of these you'll love rocking out to *Rocks!* If not, you probably wont. Sorted.

REVIEWER: ROB TAYLOR



Gravel-voiced pint-sized Welshman Kelly Jones – not the easiest to impersonate...

JUDGEMENT

OVERALL

Solid, uninspiring, but another worthy sing-along all the same.

75%

- **OUT:** NOW • **FORMAT:** PSP • **PRICE:** £34.99
- **DEVELOPER:** EA • **PUBLISHER:** EA
- **ONLINE:** NO • **OTHER FORMATS:** PS2, XB, GC
- **WEB:** HTTP://EAGAMES.CO.UK • **PLAYERS:** 1

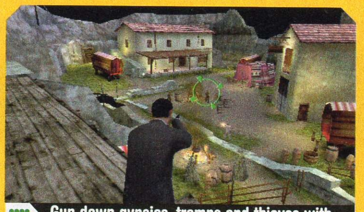
FROM RUSSIA WITH LOVE

Schocking, positively schocking...

We had mixed views about *From Russia With Love* when it came out on PS2, but the PSP version's definitely one olive short of a martini. Yes, it's a Q-lab-sized marvel, packing most of EA's most ambitious *Bond* yet onto a disc the size of a Jaffa cake. Yes, it's almost the same game. And yes, it's got Sean Connery in it.

Yet without the visual oomph of a massive telly displaying huge explosions, you see *FRWL* for what it really is – a very basic, simplistic shooter with over-forgiving auto-targetting and linear levels. And the controls don't translate that well to PSP, either. Curshes...

REVIEWER: JOEL SNAPE



Gun down gypsies, tramps and thieves with your trusty PPK, then play *Bond*.

JUDGEMENT

OVERALL

Mr Kiss Kiss Bang Bang is back, but sadly this is a real Dr No No.

58%

- **OUT:** NOW • **FORMAT:** PS2 • **PRICE:** £29.99 (PLUS MIC)
- **DEVELOPER:** KONAMI • **PUBLISHER:** KONAMI
- **ONLINE:** NO • **OTHER FORMATS:** XB, GC
- **WEB:** HTTP://UK.GS.KONAMI-EUROPE.COM • **PLAYERS:** 1-4

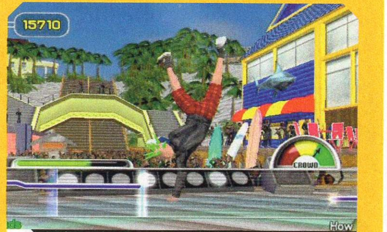
KARAOKE STAGE 2

Bring the torture of Karaoke into your home!

Konami's answer to SingStar isn't quite as slickly presented as Sony's hit, but it *does* pack in a monstrous track list and wealth of features. First of all, use your EyeToy to recreate your mug in 3D, before working your way up the career ladder by singing (via a mic) and dancing (via a dance mat) your way to stardom – if you can multi-task, that is.

You certainly can't complain at the 50 tracks on offer, but how hard you fall for *Konami Karaoke* totally depends upon your liking for the tunes – which vary from Beyonce's funky *Crazy in Love* to *That's flaming Amore* by Dean Martin! Eclectic is not the word. "Trying to please everyone" probably is.

REVIEWER: ROB TAYLOR



Ed. Robin slipped a disk getting too carried away as his punk alter ego...

JUDGEMENT

OVERALL

All singing, all dancing but not actually all that good.

71%

- **OUT:** NOW • **FORMAT:** PS2 • **PRICE:** £14.99
- **DEVELOPER:** PIPEWORKS • **PUBLISHER:** MIDWAY
- **ONLINE:** NO • **OTHER FORMATS:** CUBE
- **WEB:** HTTP://RAMPAGEGAME.COM • **PLAYERS:** 1-2

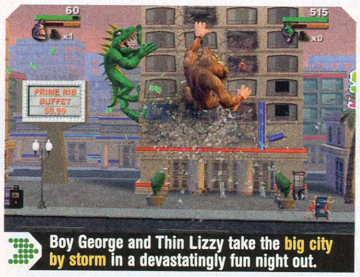
RAMPAGE: TOTAL DESTRUCTION

Uh oh, there be gorillas in the mist...

Remember Rampage? Y'know, George (giant ape) and Ralph (wolfman) terrorising cities across the globe, fending off infantrymen and tanks while guzzling innocent civilians?

Fondly remembered by many it may well be, but *Rampage* actually wasn't all that good. In fact, it was a bit rubbish. Unfortunately, this well-intentioned remake contains all the same flaws, even if it does throw in three new freakazoids and weighs in at a pound saving £15. There's a reasonable amount of potential for some multi-player monster fun, but all that impromptu city demolishing action all gets old real quick.

REVIEWER: ROB TAYLOR



Boy George and Thin Lizzy take the big city by storm in a devastatingly fun night out.

JUDGEMENT

OVERALL

Play the free Shockwave *Rampage* online instead.

54%

- **OUT:** 30TH JUNE • **FORMAT:** PSP • **DEVELOPER:** JUICE GAMES
- **PUBLISHER:** THQ • **PRICE:** £29.99
- **ONLINE:** LOCAL WIFI VERSUS • **OTHER FORMATS:** NO
- **WEB:** WWW.JUICEDGAMES.COM • **PLAYERS:** 1-8

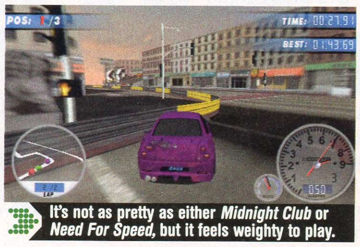
JUICED ELIMINATOR

Now a little smoother...

If the PSP edition of *Juiced* sounds like a gameshow, that's because it kinda is: while racing others wirelessly, you can now put your car up as the stake for a bet, only to lose it to some guy you'll never see again.

And there's the addition of the lap-based Elimination mode, of course, which is worth a blast with mates. Otherwise, *Eliminator* is just *Juiced* in pocket form – an urban racer with all the mod-heavy trimmings and preoocupation with respect between crews, but one where you can actually see what's going on during a race – always a bonus.

REVIEWER: STEVE BAILEY



It's not as pretty as either *Midnight Club* or *Need For Speed*, but it feels weighty to play.

JUDGEMENT

OVERALL

More welcoming than its console relatives, it's good, but not great.

72%

- **OUT:** NOW • **FORMAT:** DS • **PRICE:** £29.99
- **DEVELOPER:** MARVELLOUS INTERACTIVE • **PUBLISHER:** RISING STAR • **ONLINE:** NO • **OTHER FORMATS:** NO
- **WEB:** WWW.RISINGSTARGAMES.COM • **PLAYERS:** 1-4

RAINBOW ISLANDS REVOLUTION

Re-re-wind – when the crowd says 'Bow...

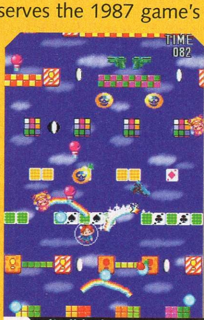
What's that's big, city-spanning arc in the distance? No, it's not a pretty multi-coloured rainbow, it's the frown on our faces after playing this crock of poo.

Revolution preserves the 1987 game's candyfloss looks, but the *game* has been bashed into bits. Old-timer gamers will hate how Bubby clumsily floats around and draws 'rainbows' (i.e. coloured lines), while newcomers will be clawing their own kidneys out with boredom after five minutes of ridiculous scratch-the-enemies play.

Which is a shame, because there's piles of great power-ups and a truck-load of hidden fruit here. All buried beneath the silliest ideas for stylus and touch screen play since we thought up *Super Brass Rubbing Adventure*.

And levels just that *bit* wider than the DS screen? Irritating and just plain rubbish, a bit like this game.

REVIEWER: MARK GREEN



It all looks very pretty. Shame it's dull.

JUDGEMENT

OVERALL

Forget yellow, pink, green, orange and blue – this'll make you see red.

47%

REVIEWS ROUND UP

OUT: 03/03/06 • **FORMAT:** PS2 • **PRICE:** £29.99
• **DEVELOPER:** THQ • **PUBLISHER:** THQ
• **ONLINE:** NO • **OTHER FORMATS:** CUBE, GBA, DS
• **WEB:** WWW.THQ.COM • **PLAYERS:** 1-4

SPONGEBOB SQUAREPANTS AND FRIENDS: UNITE!

Your kid needs this as much as they need rickets…

Just how many *SpongeBob* games can the videogaming industry support? Forget *Mario, Sonic* and the rest – this guy has clocked up 15 appearances since 2001. Unfortunately, with the notable exception of *Battle for Bikini Bottom* they've been uniformly crap.

Weetabix head's latest jape sees him running, jumping and scrapping over a tedious selection of rubbish levels ripped from their respective TV shows. Blatantly aimed at the little 'uns, you could accuse us of being a tad harsh by slapping this one with a "turd" label. But, hey kids, life can be hard sometimes.

Jimmy Neutron and SpongeBob unite to annoy the hell out of us… hurrah!

REVIEWER: ROB TAYLOR

JUDGEMENT

OVERALL

Co-op trash aimed at under-10s. Give us Mickey and Donald anyday.

44%

OUT: NOW • **FORMAT:** PSP • **PRICE:** £34.99
• **DEVELOPER:** BEAUTIFUL GAME STUDIOS • **PUBLISHER:** EIDOS
• **ONLINE:** NONE • **OTHER FORMATS:** PS2, XB, PC
• **WEB:** WWW.CHAMPIONSHIPMANAGER.CO.UK • **PLAYERS:** 1

CHAMPIONSHIP MANAGER 2006

It might be a contender, but it's no Champion…

Why on earth are we playing another handheld *CM* already? All the signings from the January 2006 transfer window are included, although a simple downloadable patch could have fixed that. Unfortunately, the only thing in *Champ Man* that really needed a genuine overhaul was the inconsistent match engine. At least it looks nicer now, thanks to a new 3D TV gizmo, although the whole shebang still feels nowhere near as slick as fierce rival *Footy Manager* (GM172: 90%).

Port Vale vs. Walsall, the kind of titanic clash you bought this game for…

REVIEWER: ROB TAYLOR

JUDGEMENT

OVERALL

Surpasses the original *Champ Man* PSP but *Footy Manager* is tops.

78%

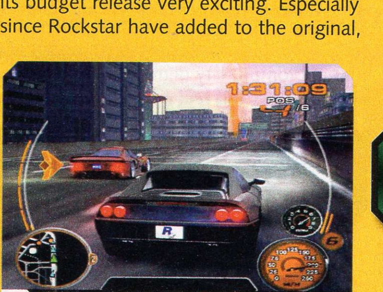
OUT: NOW • **FORMAT:** XB • **PRICE:** £19.99
• **DEVELOPER:** ROCKSTAR • **PUBLISHER:** ROCKSTAR
• **ONLINE:** MULTI-PLAYER • **OTHER FORMATS:** PS2
• **WEB:** WWW.ROCKSTARGAMES.COM/MIDNIGHTCLUB3 • **PLAYERS:** 1-8

MIDNIGHT CLUB 3: DUB EDITION REMIX

Midnight Club 3 gets a customisation…

Midnight Club 3: DUB Edition was one of the best street racers released last year, which makes its budget release very exciting. Especially since Rockstar have added to the original, giving it a fourth, brand new city, 24 extra fully-customisable cars and new song tracks among other things.

The city of Tokyo adds a fair bit of depth to the original game – it's got all the races and challenges the other cities have. For 20 notes you won't find a slicker, faster racer.



You can pretend you're Burt Reynolds from *Smokey and the Bandit*. Yee Haw!

REVIEWER: KATH BRICE

JUDGEMENT

OVERALL

Gorgeous racing at a budget price. What are you waiting for?

91%

OUT: NOW • **FORMAT:** PS2 • **PRICE:** £29.99
• **DEVELOPER:** DC STUDIOS • **PUBLISHER:** SOUTH PEAK
• **ONLINE:** NO • **OTHER FORMATS:** NONE
• **WEB:** WWW.SOUTHPEAK.COM • **PLAYERS:** 1-4

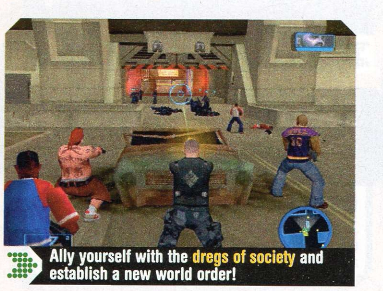
STATE OF EMERGENCY 2

Civil disobedience – it's the new stealth action…

Rioting can be surprisingly good fun. This time you're on the side of the mob, smashing windows and exploderising cars until the general public get excited enough to join in the fun.

Trouble is, when the last *SOE* debuted huge crowds were a novelty – now they're ten a penny, and handled better in games like *Spartan: Total Warrior.*

Although there's an attempt to get everyone involved in the action – via a very basic command system – it really just feels like a third-person shooter full of headless chickens. Still, the bloodbath Deathmatches are worth the price of admission – just.



Ally yourself with the dregs of society and establish a new world order!

REVIEWER: JOEL SNAPE

JUDGEMENT

OVERALL

The actual rioting mechanic is actually weaker than *SOE*.

58%

OUT: NOW • **FORMAT:** PSP • **PRICE:** £29.99
• **DEVELOPER:** AGETEC • **PUBLISHER:** IGNITION
• **ONLINE:** NO • **OTHER FORMATS:** NONE
• **WEB:** WWW.AGETEC.COM • **PLAYERS:** 1

POPOLOCROIS

Takes as long to say as it does to play…

This is just beautiful. Designed by an animator who worked on *Akira*, *PoPoLoCrois* (that's "poe-poe-low-croys") sparkles with atmospheric anime beauty. No surprise that it plays like a 10-year-old PSOne game, though. It *is*.

Most of little Pietro's old-skool RPG quest involves running back and forth between towns, getting sucked into irritatingly random battles. And the *loading!* Everything from casting a spell to opening up the map gets the UMD chattering. The only point of interest: half the monsters look like Pokémon. Psyduck, Sandshrew, Oddish, Goldbat – they're all here. Is this where Game Freak got their ideas from? Maybe not: we don't remember a giant panda rolling a tyre in *Pokémon Red*.

An appealing mix of medieval and machine. Shame it plays 0.3% as good as it looks.

REVIEWER: MARK GREEN

JUDGEMENT

OVERALL

Ploddingly dull retro RPG. Half the 30 hours is backtracking.

46%

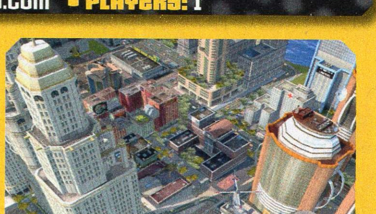
OUT: 12TH APRIL • **FORMAT:** PC • **PRICE:** £29.99
• **DEVELOPER:** MONTE CRISTO • **PUBLISHER:** DEEP SILVER
• **ONLINE:** NO • **OTHER FORMATS:** NONE
• **WEB:** WWW.CITYLIFE-LEJEU.COM • **PLAYERS:** 1

CITY LIFE

Is this City a slicker or just a slacker?

It's been three years since *Sim City 4* took over our lives and, despite being momentarily preoccupied with the dubious delights of *Tycoon City: New York* (GM173: 71%), we're still on the lookout for its spiritual successor.

And – you know what? – we might just have found it in *City Life*. As well as the usual *Sim City* foibles (designate residential, commercial, and industrial zones, build power plants, schools, police departments, hospitals and other key services, alter tax rates etc.), *City Life* explores the issue bubbling under the surface of any great metropolis – class. So building a new skyscraper for big businesses in a slum area may cause 'tension' for example.



Can the glitterati and great unwashed masses live in harmony? It's your call…

Juggling to accommodate the intellectuals with the riff-raff offers a pleasant twist on the genre, but this still doesn't quite have the sheen of Will Wright's series.

REVIEWER: ROB TAYLOR

JUDGEMENT

OVERALL

Plugs a suspension-bridge sized gap until the arrival of *Sim City 5*.

77%

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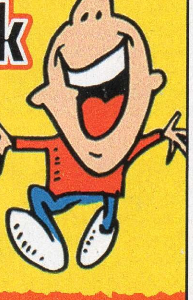
6. MINOR OFFENCES BUREAU
Will the victim try to maintain their innocence?

10. STD CLINIC
Would they like to come in for some tests?

12. CAR INSURANCE REVOKED
You're victim is informed they can't drive home

14. PHONE ENGINEER
Consistently gets it wrong with annoying results

LISTEN IN AND LAUGH WHILE YOUR VICTIM SQUIRMS ON THE OTHER END



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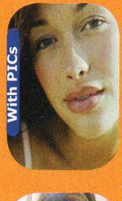

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EDITOR: ROB TAYLOR

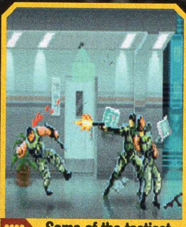
MOBILEMASTER

Hitmen, LEGO men, Heroic men and Graffiti men, er, 'artists'…

ON A MISSION

Mr. Scientology himself, Tom Cruise, returns as Special Agent Ethan Hunt in yet another mission that appears to be impossible. But actually isn't.

Gameplay in *Mission Impossible 3* on mobile is split up into horizontal scrolling action (kick arse with Ethan) and vertical scrolling shooter (blast foes from chopper/ sports car) in locations as diverse as Los Angeles, Shanghai and the Vatican – all of which look surprisingly pretty. Good Lord! *Mission Impossible 3* hits both the cinemas and mobiles on May 5th.



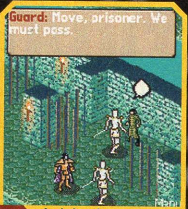
Some of the tastiest mobile visuals yet…

OH, OBLIVION!

Can't pull yourself away from the gripping world of Cyrodiil? Does *Oblivion* dominate your life? Then look away now, because the greatest RPG this side of *Baldur's Gate 2* is heading to a mobile near you!

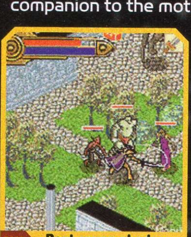
First of all, select from classic *Elder Scrolls* characters, like sorcerer, knight, barbarian, monk and archer. Then it's time to wander off into the wilds to battle Daedroth, Dremora and goblins from the palm of your hand, level up, indulge in side quests and shop for your favourite weapons, armour and magic.

Featuring stunning isometric visuals, *Oblivion* mobile should make a worthy companion to the mother of all RPGs. It should be available by the time you read this from www.vir2l.com. Ready your bloody axe and let battle commence!



Guard: Move, prisoner. We must pass.

Indulge in intellectual debate.



Beat seven shades out of evil fiends.

MOBILE TOP 5

FIVE GM FAVES GUARANTEED TO CAUSE A MOBILE MELTDOWN…

1. 24

Bauer power! Obscenely slick mobile action.

2. FMX2

Some physic-ally impossible stunts. X-cellent.

3. VIRUS

And we though mobile *Resi* wasn't possible.

4. SONIC THE HEDGEHOG

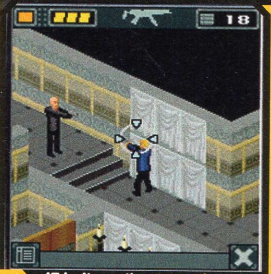
A stellar conversion for the spiky speedster.

5. ZUMA

We play it on Live *and* we play it on mobile.

HITMAN: BLOOD MONEY

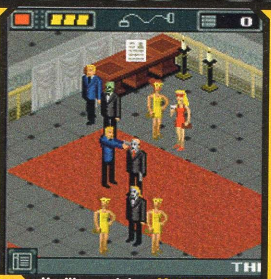
WEBSITE:…WWW.EIDOSMOBILE.COM



47 isn't exactly compassionate. No mercy to be shown here.

The bright lights, gaudy interiors and dubious morality of Las Vegas provide a fitting backdrop for baldie badass Agent 47's first foray into mobile. You'll scour casinos for victims while manipulating innocent civilians, keeping an eye out for guards via CCTV, alternating between 47's grisly tools (fibrewire anyone?) and assuming the identity of those you slay. Hey, this *is* Vegas and anything goes! Although *Blood Money* doesn't look all that special (its isometric perspective makes it look like a grislier version of *The Sims)*, it's an extremely ambitious and faithful port. Trouble is, it's all a bit clunky and slow paced to be genuinely gripping.

A valiant attempt, but too convoluted to enjoy on the go.

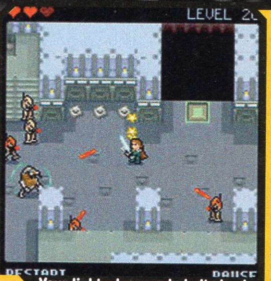


You'll even join a Masquerade ball, which is very classy.

OVERALL A good attempt, but not quite the Hit we were hoping for. **77%**

LEGO STAR WARS

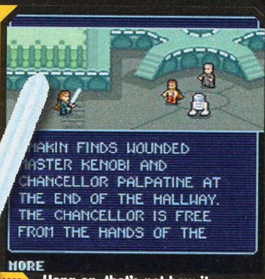
WEBSITE:…WWW.THQWIRELESS.COM



Your lightsaber sends bolts back with interest – have that!

LEGO Star Wars was a massive smash on console, but its mobile bro proves this plastic is definitely *not* fantastic.

Playing as Anakin, you'll reduce a legion of clone troopers to their component atoms, fiddle around with your force powers a wee bit and, er… that's about it. The classic theme tune is there, but those iconic lightsaber sound effects appear to have gone AWOL. Bummer. On the plus side, it looks super cute – deflecting laser blasts with your trusty 'sabre will bring a smile to your face. Pity, then, that the majority of missions focus upon simple 'push the block' puzzles, while collecting identikit pieces of LEGO along the way is just rubbish.



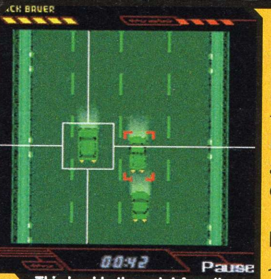
AKIN FINDS WOUNDED
ASTER KENOBI AND
CHANCELLOR PALPATINE AT
THE END OF THE HALLWAY.
THE CHANCELLOR IS FREE
FROM THE HANDS OF THE

Hang on, that's not how it happened in the film…

OVERALL Break out the real LEGO instead of wasting your time on this. **61%**

24

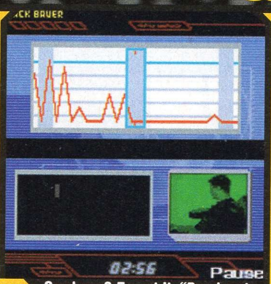
WEBSITE:…WWW.IPLAY.COM



This joyride through LA really gets the adrenaline pumping.

Millions of us have seen at least one episode, thousands of us own the DVDs – and *all* of us fancy Elisha Cuthbert, but how do the adventures of Mr Bauer and his CTU crew stack up on mobile?

The plot is nothing to write home about – you're helping Jack, Chloe and co. (complete with snazzy high-res portraits) foil yet another heinous terrorist threat. Action orientated gamers will have a blast as you guide agents through hostile territory using thermal imaging, *Splinter Cell*-style, gun your way to safety, help guide agents through LA's rush hour, decrypt messages, remotely defuse bombs and crack security codes. Which all means *24* is sure to provide hours of fun on mobile.

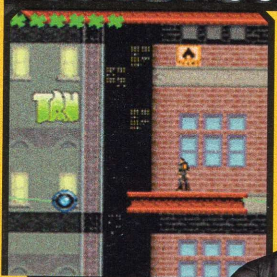


Good cop? Forget it. "Break out the nipple clamps!

OVERALL Uses *24's* rich source material perfectly. Even more desirable than Kim! **88%**

MARC ECKO'S GETTING UP

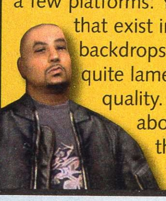
WEBSITE:…WWW.GLU.COM

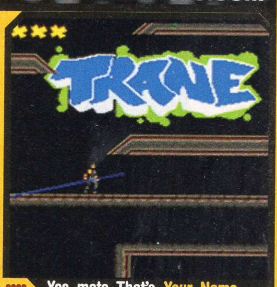


Itsy Trane leaps around levels like a human flea..

It's time for Trane to tame the city all over again as the surprisingly decent console graffiti 'em up gets miniaturised.

To win through against his crooked foes, urban hero Trane has to beef up his rep. Levels appeal like blank canvasses save for a few platforms. Your job is to collect the hundreds of spray cans that exist in the level to re-colour the New Radius City backdrops in again. Deceptively simple and seemingly quite lame at first, *Getting Up* has a curiously addictive quality. Visually, it's nothing to write (or spray) home about, but the intense platforming combined with the puzzling elements and some funky tunes keeps things fresh.





Yes, mate. That's. Your. Name. Well done, very clever!

OVERALL Are you a Toy, a Writer or a King? Get on up with Trane and find out ASAP. **83%**

BIGGER! BETTER! MORE!

COOL
12 PAGE
COMIC
INSIDE!
DISNEY'S
COMIC ZONE!
12 PAGE PULL OUT!
ALADDIN PAGE 21
BUZZ LIGHTYEAR PAGE 20
GOOFY PAGE 34
CHICKEN LITTLE PAGE 22
TIMON & PUMBA PAGE 32
FOR COOL COMIC FUN
NEW LOOK!
DISNEY'S
BIG TIME!
6 FREE GIFTS!
✓ BADGES! ✓ SWEATBAND! ✓ ICE AGE STICKERS!
RECESS
Vs DISNEY'S
KIM POSSIBLE
WHICH GIFT HAVE YOU GOT?
STICK ME ON YOUR WALL!
DALEK POSTER!
PLUS!
12 PAGE
COMIC ZONE!
TOP TOONS!
VOTE NOW! IS SPONGEBOB YOUR FAVE?
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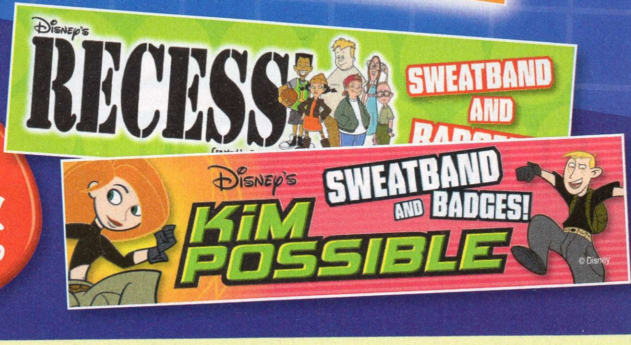
PLUS
6 FREE GIFTS!

- ✓ BADGES!
- ✓ SWEATBAND!
- ✓ ICE AGE 2 STICKERS!

WHICH GIFT WILL YOU GET?


DISNEY'S
RECESS
SWEATBAND AND BADGES
DISNEY'S
KIM POSSIBLE
SWEATBAND AND BADGES!
© Disney

ON SALE
WEDNESDAY 3RD MAY!

QUALITY CHEATAGE SINCE 1993

CHEAT MASTER

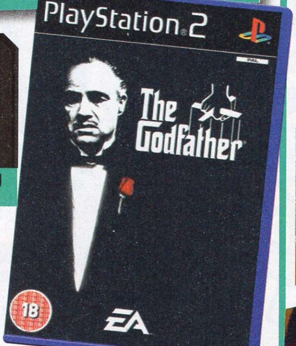
CHECK OUT THE CHEATS BOOK FOR MORE!

We're flaunting our multi-format diversity this issue with cheats from games that couldn't be more different. We found these *Godfather* cheats, meaning you can go around extorting shopkeepers. Then, on the other side of the gaming spectrum, we uncovered a whole load of *Tetris DS* cheats and *Me And My Katamari* secrets.

Bringing you the cheats today you'll need tomorrow

TIP OF THE MONTH

We've got movie unlocking cheats for every format.



THE GODFATHER

PS2 XBOX PC

☑ UNLOCK ALL MOVIES ON ALL FORMATS!
☑ MAX OUT YOUR AMMO AND HEALTH!

PS2

ALL MOVIES
Pause game and press ◎, ▣, ◎, ▣, ▣, L3

XBOX

ALL MOVIES
Pause game and press Ⓨ, Ⓧ, Ⓨ, Ⓧ, Ⓧ, click left analogue stick

PC

PRESS [ESC] TO PAUSE GAME THEN ENTER ONE OF THE CODES BELOW:

FULL HEALTH
Corleone
MAXIMUM AMMUNITION
Stracci
$5,000
Cuneo
ALL MOVIES
Tattaglia

These sorts of exchanges are always easier with unlimited health and ammo – he hasn't got a chance…

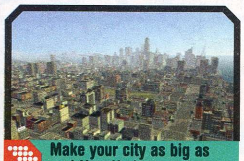
TYCOON CITY: NEW YORK

PC

☑ GET RICH QUICK!
☑ MAKE YOUR APPLE THE BIGGEST WITH NONE OF THE WORK!

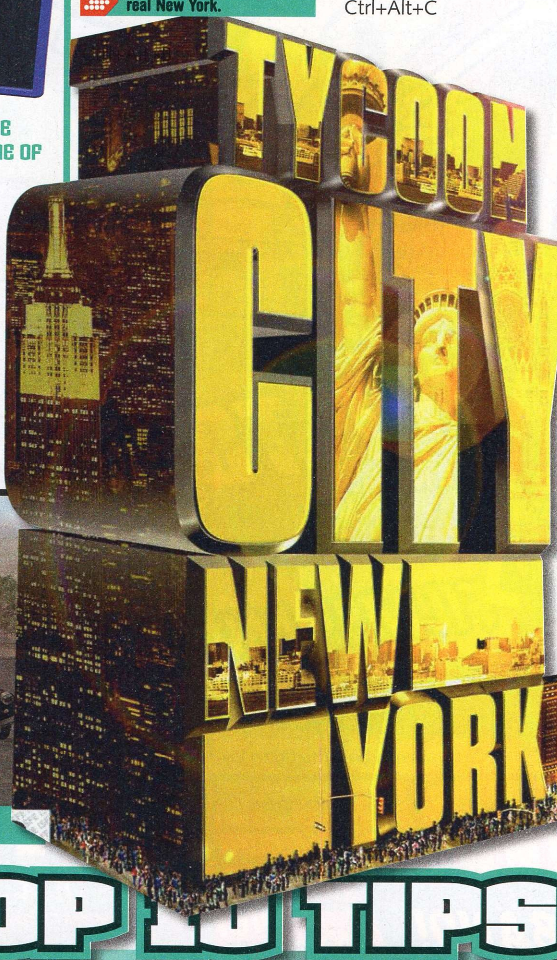
DURING GAMEPLAY, USE THE FOLLOWING CODE:

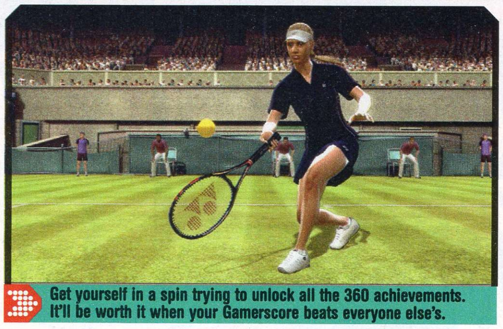
1000 UPGRADE POINTS
Ctrl+Alt+U
GET 100 LANDMARK BONDS



Make your city as big as real New York.

INCREASES YOUR POPULATION BY 10,000
Ctrl+Alt+A
MAKE $1,000,000 (STOPS WORKING AFTER $10,000,000)
Ctrl+Alt+C





Get yourself in a spin trying to unlock all the 360 achievements. It'll be worth it when your Gamerscore beats everyone else's.

TOP SPIN 2

360

☑ TOP UP YOUR GAMERPOINTS
☑ UNLOCK ALL THE ACHIEVEMENTS

UNLOCKABLE ACHIEVEMENTS (GAMERSCORE EARNED IS SHOWN IN BRACKETS)

BEAT ALL FEMALE PRO PLAYERS (75)
Defeat all of the female licensed players in Exhibition Mode.
BEAT ALL MALE PRO PLAYERS (75)
Defeat all of the male licensed players in Exhibition Mode.
COMPLETE FIRST CAREER (200)
Play throughout an entire career
END CAREER WITH 1,000 POINTS (250)
Finish an entire career and score more than 1,000 career points
PLAY 50 RANKED MATCHES (100)
Play in 50 Xbox Live Ranked Matches.
REACH #1 WORLD RANK IN CAREER (100)
Reach the top of the World Rankings while playing Career Mode.
WIN 25 RANKED MATCHES (100)
Win 25 Xbox Live Ranked Matches.
WIN FIRST CAREER TOURNAMENT (25)
Win a tournament in Career Mode.
WIN FIRST EXHIBITION MATCH (25)
Win a match in Exhibition Mode.
WIN FIRST MATCH IN CAREER MODE (25)
Win a match in Career Mode.
WIN FIRST RANKED MATCH (25)
Defeat any opponent in a Xbox Live Ranked Match

BLAZING ANGELS: SQUADRONS OF WW2

360

☑ BE A HIGH ACHIEVER

ACHIEVEMENTS
Complete these tasks to get each achievement.
ACE KILLER
Defeat all other Aces.
ACE OF ACES
Achieve the highest score in all campaign missions
COLLECTOR
Unlock and collect all planes.
HERO
Achieve combat excellence and earn all medals
SURVIVOR
Outlive your enemies in Arcade Mode
VETERAN
Out live WW2

Learn exactly how to become a hero.

YOUR TOP 10 TIPS

Share your top tips with us, the best one wins a game!

1. THE ELDER SCROLLS 4: OBLIVION

360 PC

Getting your Mysticism, Conjuration, Illusion and Alteration lvls up is easy. All you have to do is:

Mysticism = Minor Life Detection
Illusion = Starlight
Conjuration = Summon Skeleton
Alteration = Protect

All these spells are used on yourself, meaning you can cast them (meaning level ups) over and over again without the need of enemies. Restoration is slightly harder but still simple just let an enemy attack you and use a healing spell.

John Shearing, Coventry

2. NINTENDOGS

DS

Ouch!

Get the skipping rope out and swing it as hard as you can (either up or to side as long as it is in direction of your Nintendog) hit the dog and watch it fly off the screen. A small hit will give it a little yelp and a crash to the ground. A big hit will make it fly off the screen for minutes and then thump down to the ground.

Break-dancing dog

When you a walk grab the lead and point it to the front of the screen, then spin the lead round and round. You may have to do this a few times before you find your Nintendog breakdancing.

Don't eat the rubbish

You can either make your dog full so it will be less tempted to eat the rubbish. Or you can keep your dog running by pulling the lead that way the dog doesn't notice the rubbish. If it does notice it tug the lead and it will back off eventually.

Practising for disc competition

Go to a park with no dogs on a walk. If you go to a park with dogs they will just fight over who to catch it and it wont work trying to train your dog that way.

Don't do a poo

Keep your dog running for the whole walk and it will not need to go to wee or poo. Well, it does need to but it wont.

Amy-Jo Mclellan, East Sussex

MIDNIGHT CLUB 3: DUB EDITION REMIX PS2 XBOX

☑ REMIXED CHEATS!
☑ FUNKY CUSTOMISATION FOR YOUR CARS!

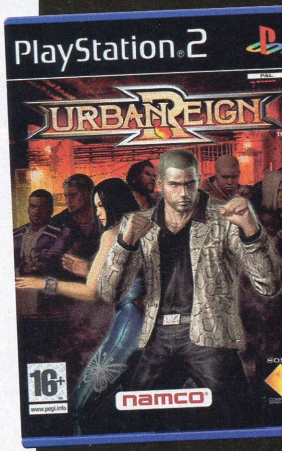
FROM MAIN MENU, SELECT OPTIONS, THEN SELECT CHEATS

BUNNY EARS
getheadl
CHROME BODY
haveyouseenthisboy
FLAMING HEAD
trythisathome
NO DAMAGE
ontheroad
PUMPKIN HEADS
getheadk
SKULL HEAD
getheadn
SNOWMAN HEAD
getheadm
SPECIAL MOVE AGRO
dfens
SPECIAL MOVE ROAR
Rjnr
SPECIAL MOVE ZONE
allin
UNLOCK ALL CITIES
roadtrip
YELLOW SMILE
getheadj

THE HARDEST GAMES IN THE WORLD

URBAN REIGN PS2

PUBLISHER: SONY
YEAR OF RELEASE: 2006



Street fighting has never been harder. When Namco turned their attention to the art of gang brawling, someone forgot to bear in mind that some of us are namby-pambies and are just going to keep getting battered…

UNLOCK ALL WEAPONS
Input the following code at the title screen.
L1, R1, ⊗, ⊗, △, R1, R1, △, ⊡, ⊗, R1

You'll see an ! in the top left corner of the screen if entered successfully.

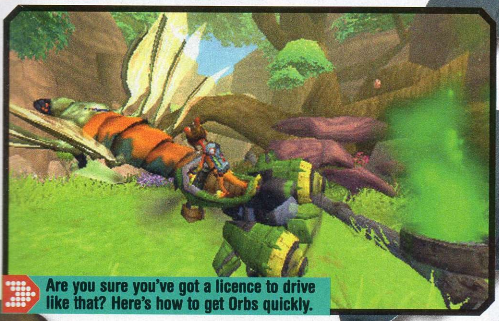
DAXTER PSP

☑ ALL THE ORB REWARDS!
☑ UNLOCKABLE MINI-GAMES
☑ ART, VIDEOS AND MORE!

EXTRAS

MATRIX I MINI-GAME
Collect 1 Orb
BRAVEHEART MINI-GAME
Collect 100 Orbs
LORD OF THE RINGS MINI-GAME
Collect 200 Orbs
INDIANA JONES MINI-GAME
Collect 300 Orbs
MATRIX 2 MINI-GAME
Collect 400 Orbs
LORD OF THE RINGS 2 MINI-GAME
Collect 500 Orbs
E3 2005 TRAILER
Collect 600 Precursor Orbs
CONCEPT ART
Collect 700 Precursor Orbs
INTRO ANIMATIC
Collect 800 Precursor Orbs
GAME IN CONSTRUCTION
Collect 900 Precursor Orbs
BEHIND THE SCENES VIDEO
Collect 1000 Precursor Orbs

Unlock all sorts of new mini-games.



Are you sure you've got a licence to drive like that? Here's how to get Orbs quickly.

TOP 20 CHEATS

Oh cheaty cheats how we adore thee! Check out our updated UK Top 20…

01 THE GODFATHER
PS2 XBOX PC

DO IT: PS2 Pause game and press ◎, ⊡, ◎, ⊡, ⊡, L3.
XBOX Pause game and press Ⓨ, Ⓧ, Ⓨ, Ⓧ, Ⓧ, click left analogue stick
PC Press [ESC] to pause game then enter Tattaglia
WHAT IT DOES: Unlocks all movies

02 THE ELDER SCROLLS 4: OBLIVION 360 PC
DO IT: Complete the Cure for Vampirism mission then talk to The Count, Janus Hassidor. When you talk to him, ask him about the "Reward" conversation option, but don't leave the conversation, and keep asking him about it. Everytime you ask him about it you receive 1000 gold (or more depending on your level).
WHAT IT DOES: Gets you unlimited gold

03 FIFA STREET 2 DS
PS2 XBOX PSP
DO IT: PS2 Hold L1 and △ and press ←, ↑, ↑, →, ↓, ↓, →, ↓
XBOX CUBE Hold L and Ⓨ and press ←, ↑, ↑, →, ↓, ↓, →, ↓
WHAT IT DOES: Unlocks all venues

04 BUZZ! THE BIG QUIZ
PS2
DO IT: Keep pressing the buzzer repeatedly
WHAT IT DOES: Makes your quiz show host make a different comment every time

05 GHOST RECON: ADVANCED WARFIGHTER PS2 XBOX 360
DO IT: At the mission select screen press Ⓨ, R, Ⓑ, Ⓨ, R, Ⓑ, Ⓧ
WHAT IT DOES: Unlocks all levels

06 ANIMAL CROSSING: WILD WORLD DS
DO IT: In the winter, create a snowman by rolling up the snowballs you occasionally see laying around. Push one on to the other and a snowman is created with the correct proportions. The next day, as a way of saying thanks, he will mail you an item
WHAT IT DOES: Get you a rare item from the snowman set

07 FIGHT NIGHT ROUND 3
PS2 XBOX 360 PSP
ENTER IT: Create a boxer with the last name YAXKUKMO and complete, or have previously completed the Burger King sponsored bout in career mode to unlock
WHAT IT DOES: Unlocks the Rey Mo and Burger King Trainer to play as

08 FAR CRY: INSTINCTS PREDATOR
360
DO IT: At the Cheat Menu screen enter the password UnleashHell
WHAT IT DOES: Gives you infinite ammunition

9 CHAMPIONSHIP MANAGER 2006
PC
DO IT: When your players have a corner or free kick, get your players with good heading ability in the box and have a player with good shooting stats
WHAT IT DOES: Score from every corner.

10 DRIVER: PARALLEL LINES
PS2 XBOX
DO IT: At the Cheat screen enter the password IRONMAN
WHAT IT DOES: Makes you invincible

11 BLACK
PS2 XBOX
DO IT: Successfully complete the game on the Normal or Hard difficulty setting.
WHAT IT DOES: Unlocks silver weapons with infinite ammunition for that difficulty

12 BLAZING ANGELS: SQUADRONS OF WW2 XBOX 360 PC
DO IT: Defeat all the other aces in the game
WHAT IT DOES: Unlocks the Ace Killer achievement on X360 and gets you 150 gamerpoints

13 WORMS: OPEN WARFARE DS
PSP
ENTER IT: From the Game Information Screen pick Options. Then go to Codes and type in MARCUSECKOS
WHAT IT DOES: Gives you infinite health

14 ICE AGE 2: THE MELTDOWN DS
PS2 XBOX PC
DO IT: Pause the game and press ↓, ↓, ←, ↑, ↑, →, ↑, ↓
WHAT IT DOES: Gives you unlimited pebbles

15 BATMAN BEGINS GBA
PS2 XBOX CUBE
DO IT: Complete all the Batmobile missions
WHAT IT DOES: Unlocks the prototype Batmobile

16 PRO EVO 5 PS2 XBOX PC PSP
DO IT: Start an international league and select only two teams to enter the league.
WHAT IT DOES?: Easy peasy PES points!

17 THE SIMS
PS2 XBOX CUBE
ENTER IT: PS2 While playing a game, press L1, R1, ↑, ⊗, R2. The Cheat Gnome (Plumb Bob Trophy) will appear on the lots and the following codes can be enabled:

18 OUTRUN 2006: COAST TO COAST PS2 XBOX PSP
ENTER IT: PS2 At the main menu, hold L1 + R1 and press ↓, ◎, ↑, ⊡, ↓, ↓, ↑, ↑. Release L1 + R1 and a "Cheat" option will appear. Select it then enter "KKst0ry" as a code
WHAT IT DOES: Unlocks level select

19 24: THE GAME
PS2
DO IT: At the main menu hold down L1+L2+R1+R2 until the Security Clearance menu pops up then enter BAUER066 **WHAT IT DOES:** Makes you invulnerable

20 PRO EVOLUTION SOCCER MANAGEMENT PS2
DO IT: In edit mode, transfer all the players you'd like in your dream squad to the team you're going to choose in the game. DON'T save the option file. Save, reset PS2, load and play.
WHAT IT DOES: Gets you all the top players.

3. PRO EVOLUTION SOCCER 5

PS2 XBOX PC

Unlimited Regulate Condition

In the Master League menu after you do the "Regulate Condition", sometimes you will have important players down. Go to "Next Match". When the screen with the teams' uniforms appear, return to the menu and do "Regulate Condition" again. The players will recover.

Rob Carter, via email

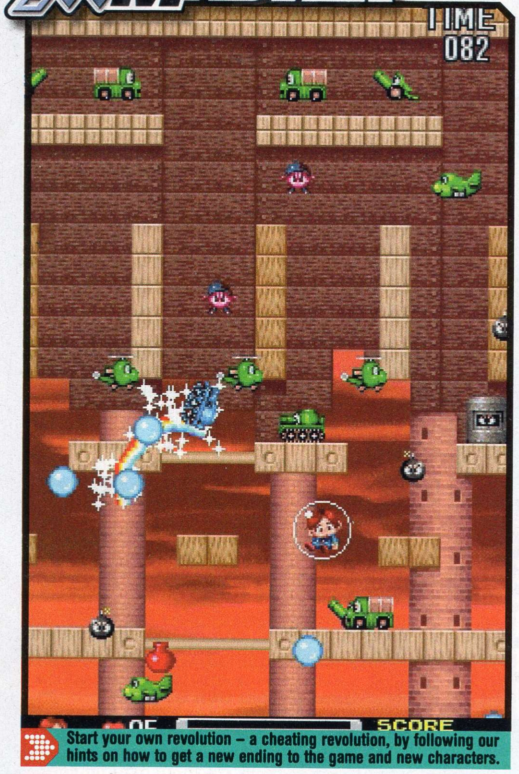
You're still managing to find tips for everyone's favourite footie game, *Pro Evo Soccer 5*.

4. ANIMAL CROSSING: WILD WORLD DS

Getting furniture from your neighbours' houses

If an animal in your town has furniture in his or her house that you want, send them seashells, unwanted furniture, or fossils to them in the mail. They'll usually put these gifts in their house, replacing whatever was there before. Check the recycle bin at your Town Hall and the item you wanted from their house may be in there.

Andy Raffles, Wigan



Start your own revolution – a cheating revolution, by following our hints on how to get a new ending to the game and new characters.

RAINBOW ISLANDS REVOLUTION

DS

☑ NEW CHARACTERS!
☑ EXTRA ENDING

HIDDEN WORLDS

In Story Mode, collect all seven jewels in a world. When you defeat the boss of that world, a large jewel appears. Collect the large jewel from each regular world to find the three hidden worlds. This is how you get the true ending and unlock additional characters.

UNLOCK MIKE

Beat World 10 with every large jewel

VIOLET

Using Mike, beat World 10 with every large jewel

TETRIS DS

DS

☑ HAVE A BLOCK PARTY WITH NEW TETRIS TUNES!

☑ UNLOCKABLE MUSIC TRACKS IN SOUND TEST

☑ THESE TRACKS ARE UNLOCKABLE IN STANDARD MARATHON MODE

ANCIENT TETRIS (TETRIS GB - MUSIC A)
Get to Level 19
BALLOON TETRIS (TOUCH MODE THEME)
Get to Level 14
BASEMENT TETRIS (SMB 1-2)
Get to Level 3
BOWSER BATTLE (SMB 1-4)
Get to Level 10
CONGRATETRIS
Finish Marathon (Get over 200 lines)
MARIO TETRIS 3 (SMB 3 OVERWORLD)
Get to Level 4
RUSHED TETRIS
Get to Level 16
TETRIS CLIMBER (ICE CLIMBER THEME)
Get to Level 15
TETRIS DK (PUSH MODE THEME)
Get to Level 13

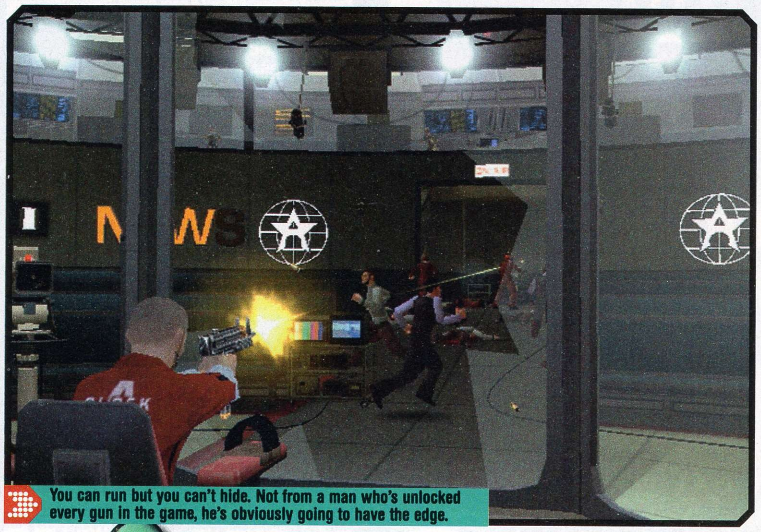
STATE OF EMERGENCY 2

PS2

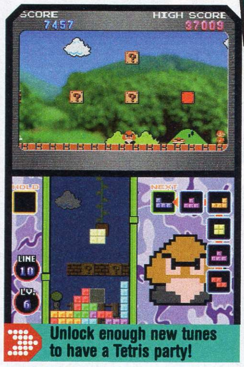
☑ JUST WHAT YOU NEED IN AN EMERGENCY...

UNLOCK EVERYTHING

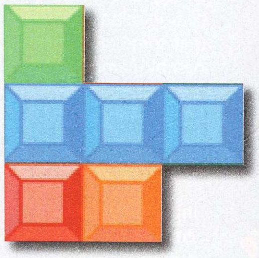
Hold down L1 and R1, then press ◎, △, ▢, ◎, △.

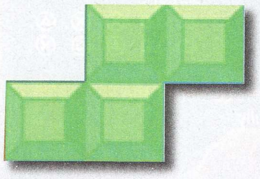


You can run but you can't hide. Not from a man who's unlocked every gun in the game, he's obviously going to have the edge.



Unlock enough new tunes to have a Tetris party!





SYPHON FILTER: DARK MIRROR

PSP

☑ HIDDEN WEAPONS
☑ BONUS MISSIONS

TRAINING REWARDS

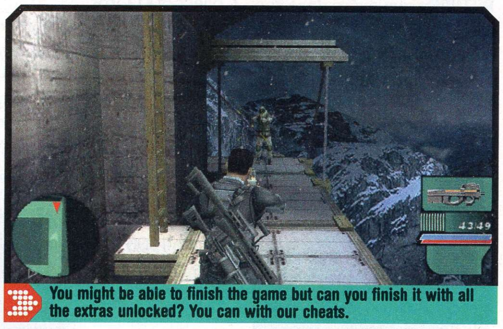
SP-57
Complete the first training mission in under one minute and 25 seconds

FAMAS
Complete the second training mission in under three minutes

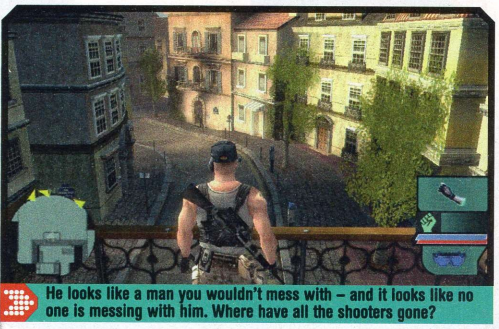
UNP .45
Complete the third training mission without wasting a shot

UNLOCKABLE BONUS MISSIONS

BIRDS OF A FEATHER BONUS MISSION
Finish Story Mode on Normal or Hard
GOODNIGHT, SWEETHEART BONUS MISSION
Beat all the time limits in the Training Missions
JIMMY ZHOU'S ARMY BONUS MISSION
Finish "Birds of a Feather"
TRAPPED IN THE HORNETS NEST BONUS MISSION
Obtain all patches for "Combat Sharp Shooter"
UP A COLUMN WITHOUT A PADDLE BONUS MISSION
Obtain all patches for "Elite Weapons Expert"



You might be able to finish the game but can you finish it with all the extras unlocked? You can with our cheats.



He looks like a man you wouldn't mess with – and it looks like no one is messing with him. Where have all the shooters gone?

GREATEST CHEATS EVER!

HAVE CO-OP ON ALL MISSIONS

TOM CLANCY'S SPLINTER CELL: CHAOS THEORY

XBOX

PUBLISHER: .... UBISOFT
YEAR IF RELEASE: 2005

Co-op was one of the best things about *Chaos Theory*, so being able to unlock all of the co-op missions is exactly what you want...

ALL CO-OP MISSIONS

At the main menu hold L + R and press X, X, X, X, X, Y, Y, Y, Y, Y. If you entered the code correctly you'll hear a sound.

YOUR TOP 10 TIPS

5. MARIO & LUIGI: PARTNERS IN TIME

DS

Infinite Coins

Inside the Thwomp Volcano, there are two tall rooms where you use the Baby Spin move to fly down while gathering coins. Grab all the coins you can get, then switch to adult Mario and Luigi to go into the previous room and use the warp pipe to bring back the babies. Use the Baby Spin move again in the next room – all the coins will still be there. You can do this as many times as you like.

Jack Robinson, via email

6. BURNOUT REVENGE

360

Unlock the Madden Van

Open the options menu, then select Special Features and bring up the *Madden 06* preview to unlock this car.

Will Gledhill, Guildford

Still finding new cars to unlock in *Burnout.*

7. HARRY POTTER AND THE GOBLET OF FIRE

GBA

BONUSES

Unlock game cutscenes
Collect all 71 Tri-Wizard Shields
Unlock Movie Photo Gallery
Collect all 74 Collector cards

Paulie Davies, via email

8. SPLINTER CELL ESSENTIALS

PSP

Bonus Mission Codes

Enter the following at the bonus mission screen

Unlock the Heroin Refinery mission
Hold SELECT and press L+R three more times
Unlock the Paris-Nice mission
Hold SELECT and press L+R 12 more times
Unlock the Television Free

ME AND MY KATAMARI

PSP

☑ ROLL FROM NOW INTO ETERNAL!

☑ UNLOCK NEW STAGES

2m65cm7mm
03
4m

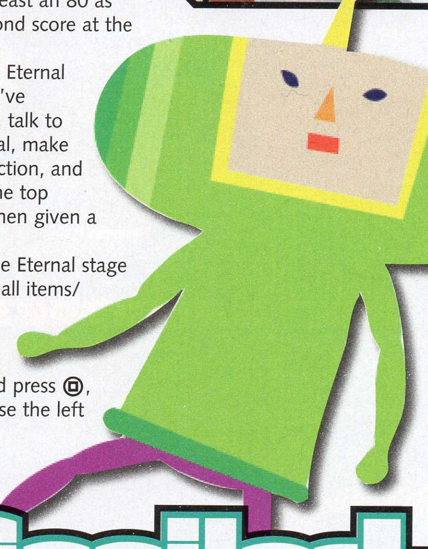
We're on a roll with *Katamari* cheats, to make rolling balls in this crazily-coloured universe even more fun.

ETERNAL MODE

Eternal Mode (in which you play without a time limit) is unlockable for all 16 normal stages. To earn Eternal mode for a stage, score at least an 80 as your second score at the end.

To access Eternal once you've earned it, talk to the animal, make your selection, and choose the top choice when given a choice.

To exit the Eternal stage and save all items/ cousins/ presents collected, pause and press ⊡, and choose the left choice.



UNLOCK 2D EVENING MODE

Beat 2d Daytime Mode (During Credits)

UNLOCK NIGHT 2D STAGE

Get to the castle in Day 2D Me & My Katamari stage

UNLOCK THE BLUE ORB

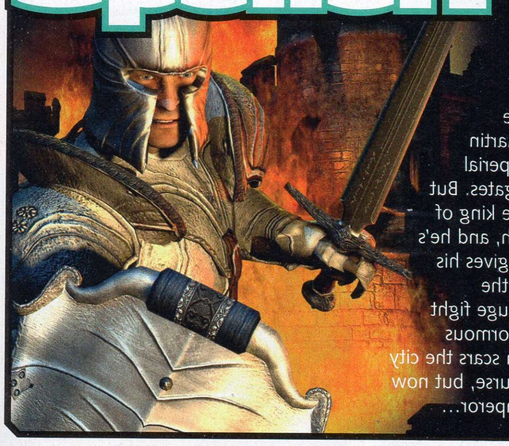
Beat The Game (Clear The Credits Once)

UNLOCK THE SONG FOR KING OF KINGS

Beat The Game (Clear The Credits Once)

Spoiler!

Get a mirror to decipher this devilishly clever spoiler.



THE ELDER SCROLLS 4: OBLIVION

After having the Dragonfire Amulet returned to him, Martin Septim heads off to the Imperial City to close the Oblivion gates. But wait! Mehurnes Dagon, the king of Oblivion, is already through, and he's tearing up the city. Martin gives his life to meld his blood with the Dragonfire, resulting in a huge fight between Dagon and an enormous dragon, the result of which scars the city forever. Martin wins, of course, but now the world is without an emperor…

WE WANT YOUR TIPS!

We want your best tips and secrets for any game. Make sure they're cool things you've discovered and email them to gamesmastertips@futurenet.co.uk or by post to My Top Ten Tips, GamesMaster, 30 Monmouth Street, Bath BA1 2BW. The best tip every month gets a free game.

Indonesia mission

Hold SELECT and press L+R three times

Margaret Evans, via email

9. CHIBI ROBO

Trauma Suit

Let Chibi run out of battery once to be returned to the Chibi-house and get the trauma suit unlocked as an outfit. Then, at any point during the game you can put on the trauma suit. If you pose while wearing it, Chibi will fall over as if he's out of battery and be returned to the Chibi-house again.

Ben Parker, via email

10. PROJECT GOTHAM RACING 3 360

UNLOCKABLE CONCEPT CARS

Toyota GT-One

230,000 Kudos

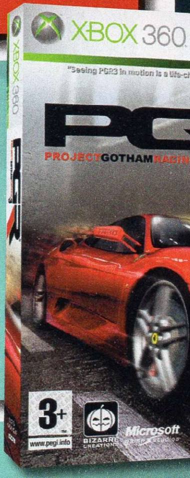
Ford GT90

300,000 Kudos

Shelby GR-1

390,000 Kudos

Alex Gregory, Brighton



CONSOLETATION ZONE

GM – coming to the aid of stuck gamers since 1993!

ELDER SCROLLS 4: OBLIVION

Dear *GM*

I'm stuck on one of the side quests in Chorrol in *Oblivion*. I need to find out who stole the Countess' painting in the castle and prove it – but I'm totally stuck. Any ideas?

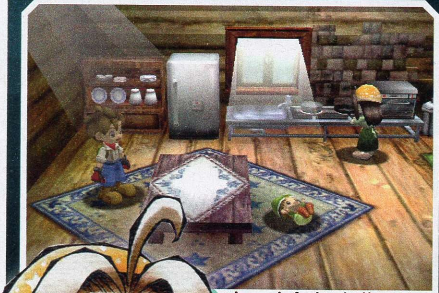
Paul Nunn, via email

First, interrogate everyone in the castle. If they don't trust you, either persuade them using the speechcraft wheel, or bribe them into telling you all the information they know. You now need to find three clues to prove who the guilty party is. Head to the West tower and look for a trapdoor. Hidden behind a bunch of crates is a painting. Then head over to Chanel's quarters and look in a box on her desk to discover some art supplies. The last clue is a stain on the dining room carpet, find it and click on it for the last clue. You can now point the finger at the thief…

Spells
Beguiling Touch 16
Burning Touch 5
Cold Touch 5
Consume Health 27
Cure Disease 1
Cure Poison 1
Spell effectiveness: 95%

He might not be much to look at, but with a touch that can go from hot to cold he might be good at massages.

There are certainly plenty of quests to complete in *Elder Scrolls*. Some are easier than others.



In need of a hoe in *Harvest Moon?* No problem…

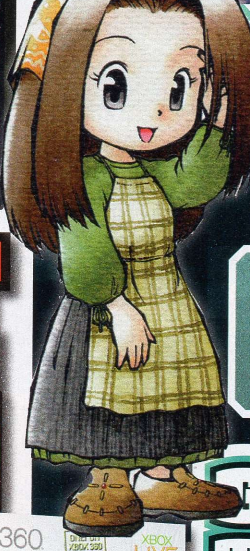
HARVEST MOON: WONDERFUL LIFE

Dear *GM*

I could really do with some help on *Harvest Moon: It's A Wonderful Life Special Edition*. I would like to the know the times to visit people to get the things you can get off them like the strange hoe and the strange sickle. I am really stuck and in desperate need of help on getting the items what you cannot buy. Any help would be appreciated.

Mark Lightley, via email

You're right: there are loads of different gifts you can get off other characters. Generally, you just have to befriend them. To get the strange hoe, befriend Tim then enter his room at around 8am. To get the strange sickle, make friends with Gustafa then enter his house when he's home. He'll also give you drums in Chapter 3 if you're his friend. Just enter his house again. Good luck!



GOT A PROBLEM? STUCK IN A GAME?

WE CAN HELP! EMAIL IT TO US AT GAMESMASTERTIPS@FUTURENET.CO.UK, SUBJECT CONSOLETATION OR WRITE TO CONSOLETATION ZONE, GAMESMASTER, 30 MONMOUTH STREET, BATH. BA1 2BW. IF WE CAN'T HELP - YOU'VE HAD IT!

GM'S TOP 5 MOST WANTED TIPS

01 FIFA WORLD CUP 2006

Send us your goal-scoring tips and tactics you've found on your way to winning the cup.

02 URBAN CHAOS: ZERO TOLERANCE

There are loads of hidden extras in this riot-fest. Let us know if you've found anything unexpected in between battering bad guys.

03 TOMB RAIDER: LEGEND

We're still looking for cheats for the lovely Lara's latest. Let us know if you've found something you want to share with the world.

04 CHIBI ROBO!

One of the cutest games we've played for a long time. Have you unlocked any secret outfits or found any special items?

05 SYPHON FILTER: DARK MIRROR

The latest *Syphon* game from Sony is hitting the PSP this month. Let us know if you've discovered any secrets or tactics that'll help out others.

✓ LOADS OF MONEY ✓ CLONE ANY ITEM ✓ BECOME A VAMPIRE

TIPSTER
Steve Bailey

TIME TO COMPLETE
Main quest takes about 20 hours, but all other quests take about 80 all together.

BEST BIT
The ending of the main quest. It's pretty impressive.

HARDEST BIT
Closing the Great Oblivion Gate – you've just 13 minutes to clear it.

KNOW HOW TO...

Milk *Oblivion*'s massive udders for all they're worth...

The Elder Scrolls IV OBLIVION™

WHERE ARE YOU STUCK?

GOT LOST IN A DUNGEON, AND SUPPLIES ARE RUNNING OUT?
Make sure you've got a bow and some arrows with you, and use the item glitch to stock up on everything.

NEED SOME SERIOUS CASH TO BUY A HOUSE?
There are a number of ways to earn loads of gold – check out the two 'Mega Money' tips below...

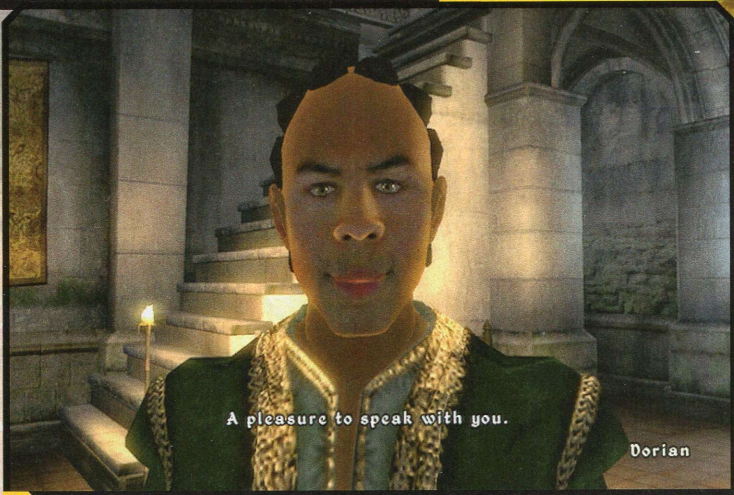
Hello there. It's nice to see some real people for a change, after spending over 100 hours in Cyrodiil, the land of *Elder Scrolls 4: Oblivion.* The things I've seen and done, boy, they'd make for a whole magazine, albeit one that could easily send you to sleep. So, to cut a very long story short, here are 15 of the most interesting tips and titbits to let you coax the most out of *Oblivion.* They're not exhaustive, obviously, so if you find or see anything equally weird or intriguing while on your travels, write in and let us know.

NIRNROOTS

What can I do for you today? You here to bring me some Nirnroot?

A bit like *GTA's* hidden packages, these are plants that can only be picked once and are sprinkled sparingly across the world next to bodies of water or in people's homes. An alchemist in Skingrad makes excellent use of them.

MEGA MONEY 1

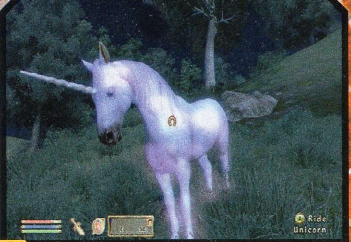


A pleasure to speak with you.

Dorian

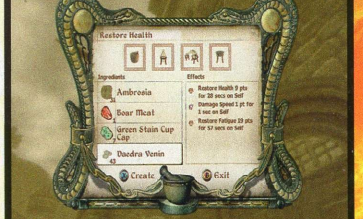
There are a handful of infinite money glitches, and this one's the simplest. Find Dorian's house in the Imperial City. Enter it, and kill Dorian. Now, loot his corpse of everything BUT the gold he has. Exit the loot screen, then loot him again, and pick up the gold. Ta-dah! You can keep on picking up the gold indefinitely, and it'll never vanish. It takes about a minute to get 100,000 gold this way.

FROLIC WITH A UNICORN



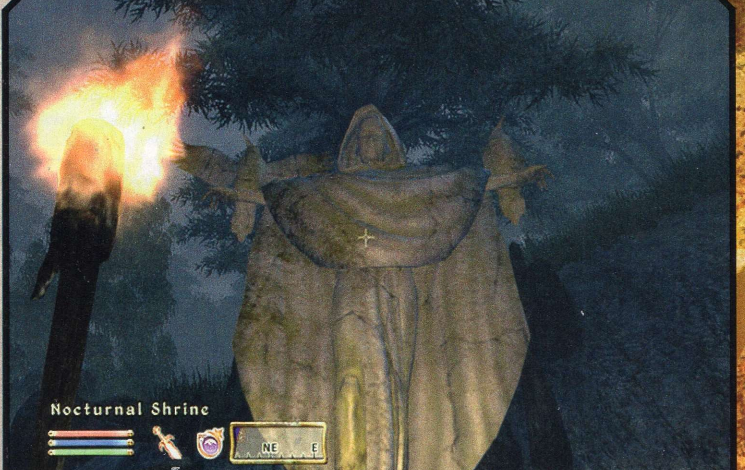
Take the Green Road south of the Imperial City until you find the Inn of Ill Omen. Head directly east for a while to find Harcane Grove, and the game's only unicorn. Be nice! If you ride it, it'll become your default horse.

MAKE STUFF



Alchemy isn't the most exciting of skills to practice, but anyone can make potions that'll often sell well in stores for a decent bit of extra income. Plus, the ingredients are free and they're absolutely everywhere.

THE SKELETON KEY

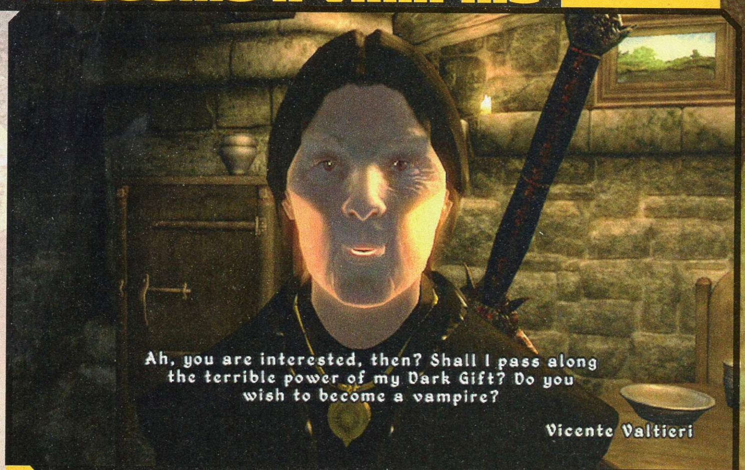


Want a lockpick that never breaks? And blesses you with a +40 boost to your security stat? Start the 'Eye of Nocturnal' quest by leaving Leyawin to the east and take the north-bound path you find until you come to Nocturnal's shrine just on your right. Use the compass icons to help you out (shrines look a bit like magic lamps). Oh, and you'll need to be at least level 10 to be able to start this quest.

BUY A HOUSE

You can buy a house in every *Oblivion* town; a perfect place to stash your loot and find a bed when you're ready to level up. Some cost a pittance (2000 gold for the cheapest) while some will murder your bank account (25,000) Some need you to buy further 'furniture' packages to become decorated, while others will lead you to a handful of quirky side quests or lump you with an unwanted visitor in the basement...

BECOME A VAMPIRE



Ah, you are interested, then? Shall I pass along the terrible power of my Dark Gift? Do you wish to become a vampire?

Vicente Valtieri

Get attacked by vampires (or complete some Dark Brotherhood quests) and you can contract a blood disease. If you don't cure it for three days, you become a vampire, a state with some serious stat boosts. You'll need to drink human blood often, though, or you'll become repulsive and will be damaged by the sun. Be warned: once you've done the 'A Cure for Vampires' quest you become immune to vampirism forever.

INNER SPACE

Make sure you get to the end of the main quest, tackle the dream world quest in Bravil's Mages Guild and the painter's quest by talking to Rythe in Cheydinhal. Each one leads a brand new and seriously pretty world for you to explore.

ARENA MASTER

Ah, another happy spectator! You of course want to bet on a fight! Who will it be this time, the Blue Team or the Yellow Team?

Hun

Want to turn the arena into a cakewalk? Jump up onto the spikes around the outside of the arena, and you can annoy most opponents to death with fireballs and arrows in relative safety.

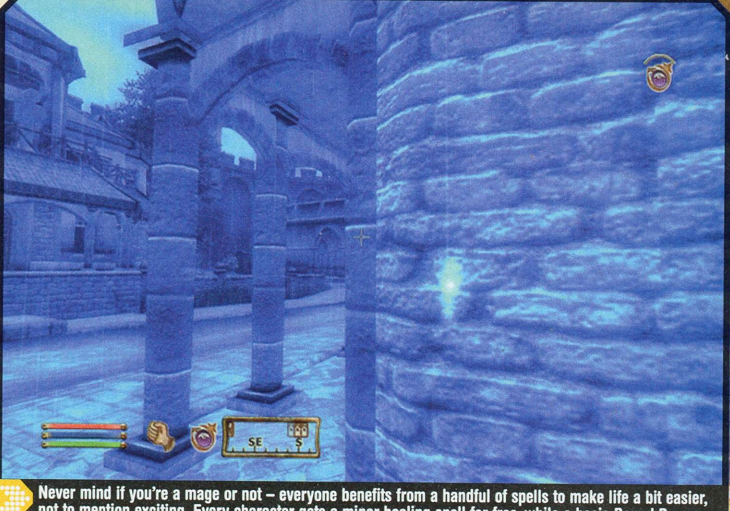
MEGA MONEY 2

y a house in town
umors
kingrad

Shum gro-Ya

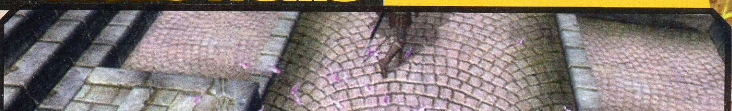
Complete the Vampirism Cure quest for Count Skingrad. When he offers you the reward (1000 gold) you can keep asking him about it again and again to collect the gold over and over.

ABRACADABRA



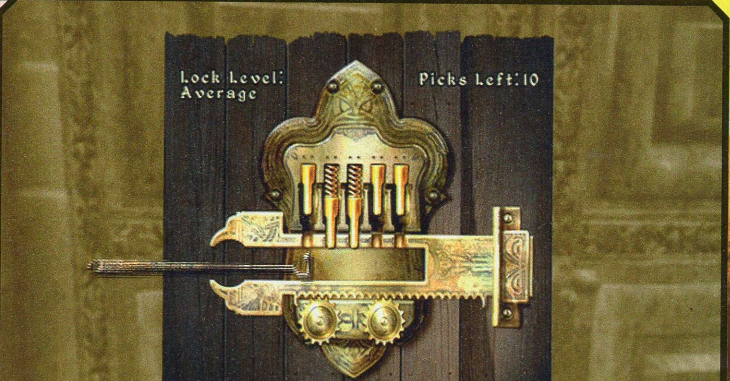
Never mind if you're a mage or not – everyone benefits from a handful of spells to make life a bit easier, not to mention exciting. Every character gets a minor healing spell for free, while a basic Bound Dagger spell lets you kill ghosts and spirits with minimal faff. Get yourself Eye of Night and Detect Life spells and – hey presto! – you now have night vision and can see your enemies through walls.

CLONE ITEMS



Equip a bow and some arrows. Aim an arrow by holding the right trigger, but don't fire it. Press Ⓑ to enter your inventory, and press Ⓐ twice on the arrows that you've equipped. Now drop the item you want to clone. When you leave the menu screen, the item will duplicate all over the floor, equal to the number of arrows equipped. Doesn't work for all items, but it's hardly expensive to experiment with.

THIEF SKILLS

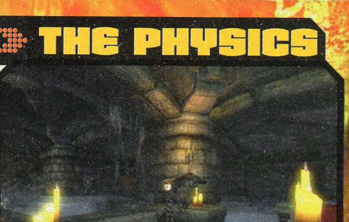


Lock Level: Average

Picks Left: 10

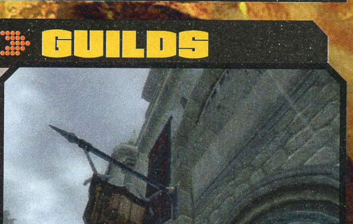
Like certain spells, every class benefits from good sneaking and lockpicking skills. Sneaking is extremely easy to level up – just find a person to shadow for a while, and your rating will soar – while lockpicking is effective even if your character has the security rating of a wet paper bag, needing just a little patience. The more minor skills you level up, the greater the stat boost you'll have when it's time to level your character up. So it's worth the effort even though it's relatively simple, but boring, to do.

THE PHYSICS



Using the left bumper button, you can pick objects up and throw them around. You can have endlessly stupid fun throwing wolf corpses about or jiggling skeletons through the air.

GUILDS



Join a guild! This gives you a bed and a bunch of free stuff. But, better still, become the master of a guild by completing its quests and you'll inherit the guild quarters as your own.

TIPSTER
Alex Dale

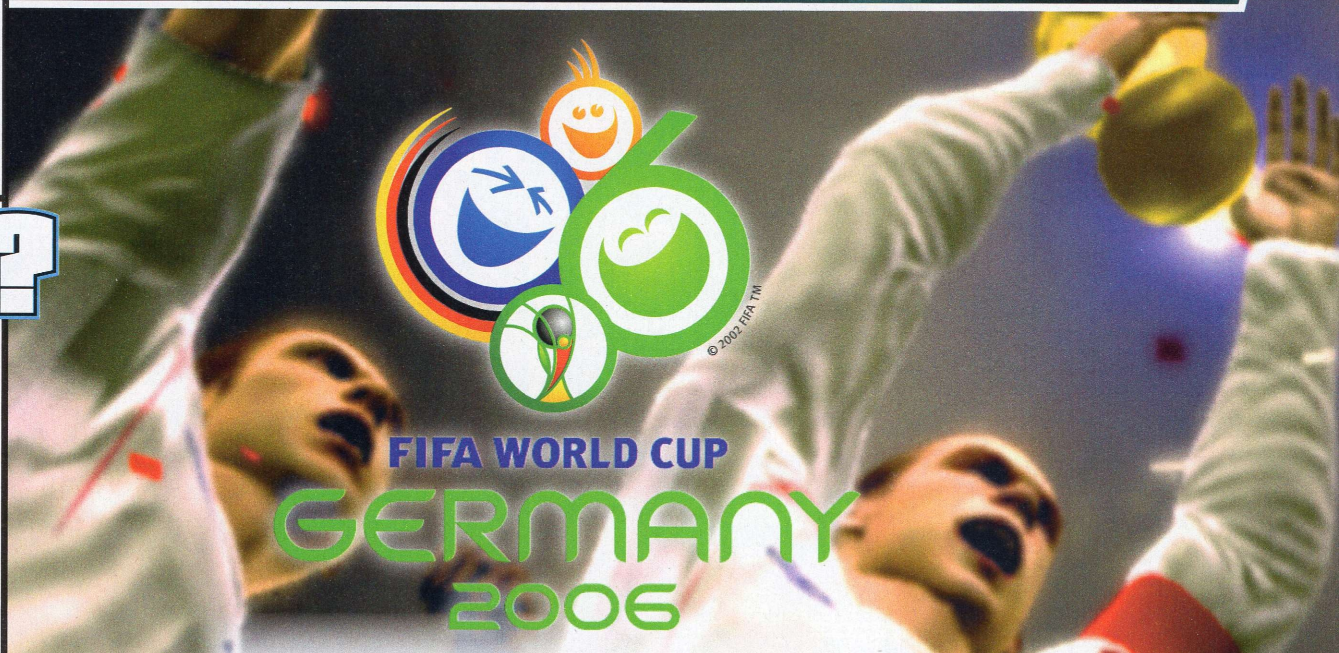
TIME TO COMPLETE: Well, not long, unless you've unlocked Perfect Difficulty. And a multi-player gamer's work is never done.

BEST BIT: The ecstasy of the undeserved last-minute goal – easily the best – and worst – part of football.

HARDEST BIT: If you want a challenge, try getting through the CONCACAF qualifiers with St Kitts/ Nevis, on Perfect Difficulty.

KNOW HOW TO...

1966? It's all about 2006, baby! Become the next Bobby Moore in...



WHERE ARE YOU STUCK?

REF DOING YOUR NUT IN?
Sliding tackles are a desperation tactic – use them as such. Conservatives tackles will have a higher success rate, if you've organised your defence properly and aren't afraid to pressurise the forwards.

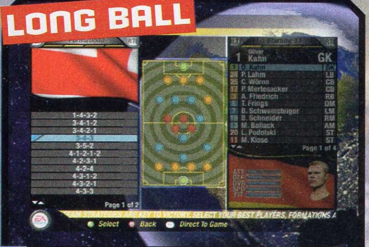
CAN'T KEEP POSSESSION?
Chances are you're rushing into the opposition area. Slow down and pick your passes. One good chance is more beneficial than four or five half-chances which your opposition's defenders can block. Unless, er, you're 3-0 down, in which case your best bet is to 'accidentally' fall onto the reset button.

It's World Cup time, and you know what that means! Time for us to learn a new obscure type of bone when David Beckham fractures it reaching for his brylcreem. Time for the press to patronise the lesser-known teams before staring horror as the Democratic Republic of Hugaluga stuff France. And time, of course, for a new *FIFA* game. Let's tear it apart.

FORMATION NATION

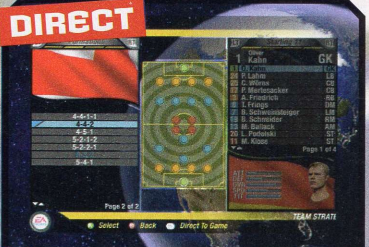
First things first: let's decide what formation you're going to play. Each individual player has their strengths and their weaknesses – but while the old adage may be 'play to your strengths', we recommend actually `throwing players at the problem. If you're duff at defending, play with five at the back, for example.

LONG BALL



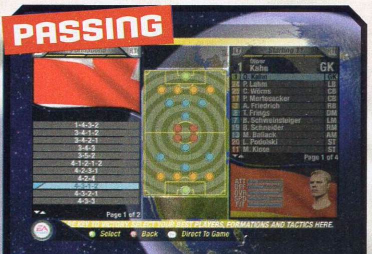
A 4-3-3 formation is best for a long ball approach, as it not only provides men to collect the ball but also gives you instant support once you have possession. Get the middle-most forward to play slightly in front of the other two to give you options, and delegate a midfielder in a Makelele-cleaning up role just in case it goes wrong.

DIRECT



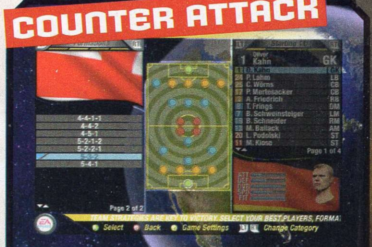
A simple 4-4-2 is best for direct play, giving you options on the wing and allowing you to ping balls into the box. You can improve your tactics' efficiency by having your centre midfield make runs into the box, so there's an end product for your wonderfully-crafted cross. Keep your defence back for cover, though, as your midfield will be stretched.

PASSING



Want to play a Dutch master-style pass and move game plan? A bold choice, but one of the most rewarding. You'll want to play a 4-3-1-2 formation with a creative midfielder in 'the hole'. Order player movement as per your playing preferences, you'll find the through ball useful in this scenario, but be patient and pass backward if needed.

COUNTER ATTACK

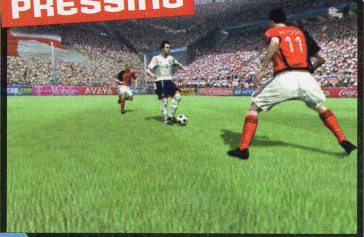


For a counter attack, try a 5-3-2 – the wing-backs will enable you to get the ball upfield without fuss and the oppositions' midfielders will be woefully out of position, handing you a big advantage. This is only recommended for teams with pace/stamina, however – if you are a lesser team, consider a 5-4-1 approach instead.

A CASE FOR THE DEFENCE

There's no point scoring if you're just going to leak goals like a sieve with a moth problem. Tape up your back four with the following tactics:

PRESSING



It's… where a defender will break from his line to hassle an opposition player about to receive a killer pass.
It's handy if… You keep getting caught out by your opposition's wingers.

FLAT BACK

06 J. Terry
L. Podolski 20

It's… ordering your defenders to stay back in line. You need to keep them in check sometimes, you know.
It's handy if… you keep finding yourself short at the back, or if your opponent favours through balls.

OFFSIDE TRAP

It's… where your defenders step forward to leave the opposition forwards offside. Clever boys, aren't they?
It's handy if… your opponent is pumping the ball up the field in an ugly long-ball merchant style.

ZONE DEFENCE

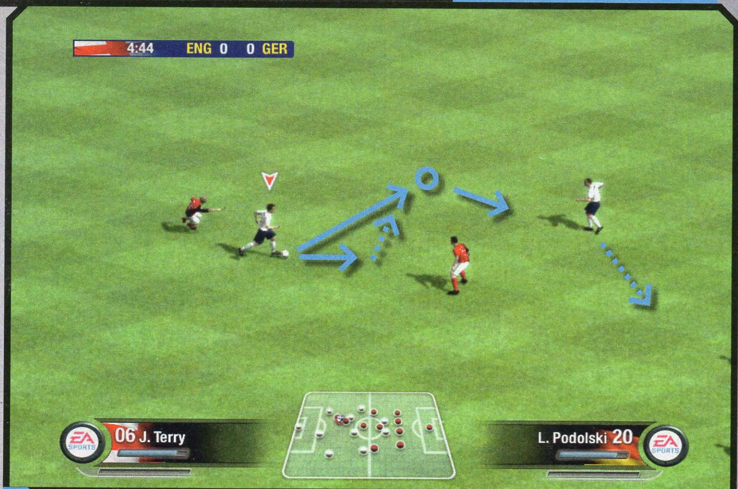
It's… American-sounding. Also, it's when your defenders each mark a section of the pitch as 'their area' to defend.
It's handy if… you want to keep midfielders at bay, but inexperienced players could be in trouble.

SIX OF THE BEST

Now you've worked out how you're going to get the ball in their half, but what's the best thing to do once it's there?

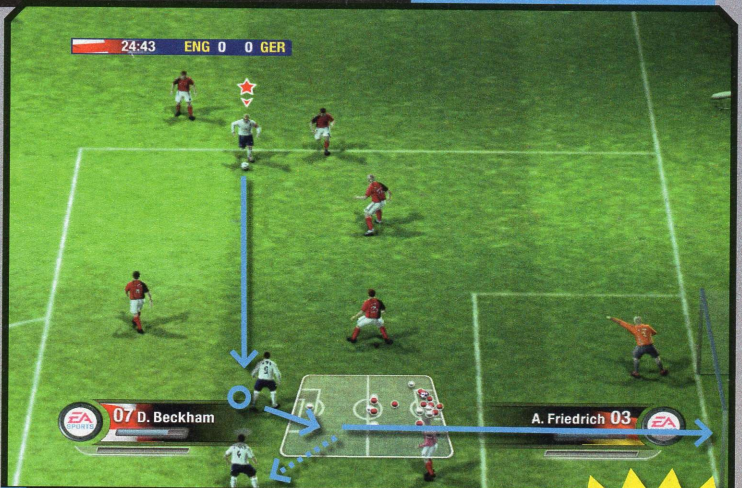
KEY: → = BALL FLIGHT ⇢ = PLAYERS RUN ○ = PLAYER + BALL MEET

MAKING SPACE



Running is an essential part of the game but if you do nothing but, you'll be dispossessed quicker than you can say 'oi'. Not only that, but your players will run out of steam in the second half, allowing the opposition to steam-roller over you. Create space for yourself by hitting the ball away from the defender with your first touch, allowing you the space to breathe. If the pressure continues, shift left or right on the trick stick to wrong-foot your marker and allow you an outlet to get a cross or pass into the box.

PASS & MOVE



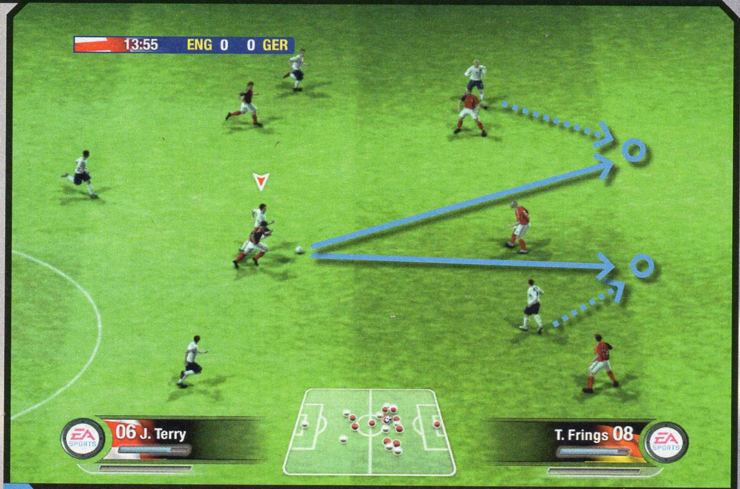
Your opposition will try to close you down if you implement a passing game, so try these tricks. When going forward, use a dummy trap to pass to another player in space, confusing the defenders. The closer you get on goal, so don't be afraid to pass back to your midfield and bide your time, triggering runs as you stretch the defence.

A QUICK WORD ABOUT...

INVISIBLE WALLS

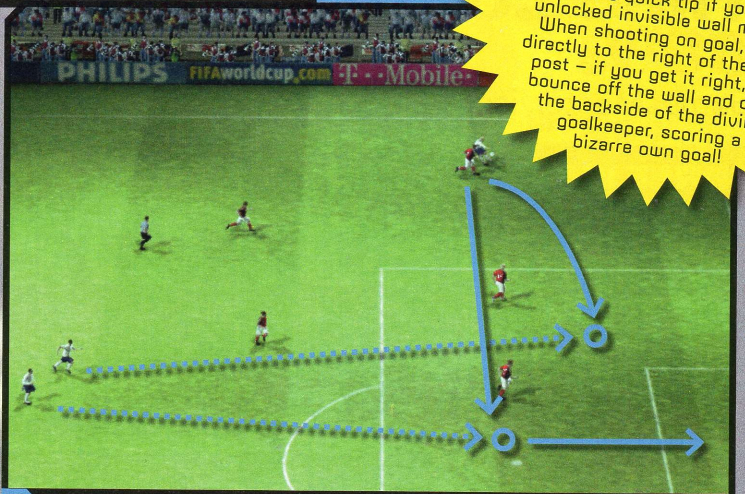
Here's a quick tip if you've unlocked invisible wall mode. When shooting on goal, aim directly to the right of the goal post – if you get it right, it'll bounce off the wall and onto the backside of the diving goalkeeper, scoring a bizarre own goal!

THROUGH BALLS



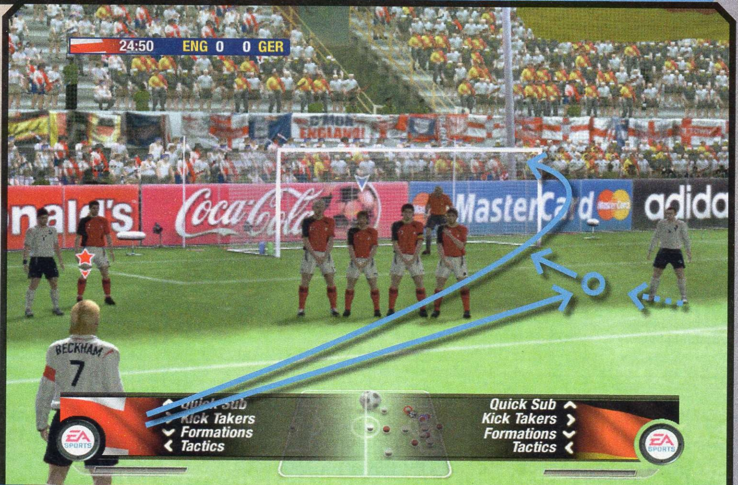
Can be devastating in the right hands. Use the radar to guide you – only initiate the move when they are level with the offside trap. Make sure it's not too close to goal, otherwise the keeper will hoover it up like a be-gloved Pac-Man – two-thirds the length of the pitch is ideal. Weight it as needed – but make sure the angle is right or the defender will capitalise. You can also use the through ball to set up an ideal position for the perfect cross – see the section on crossing (right).

CROSSING



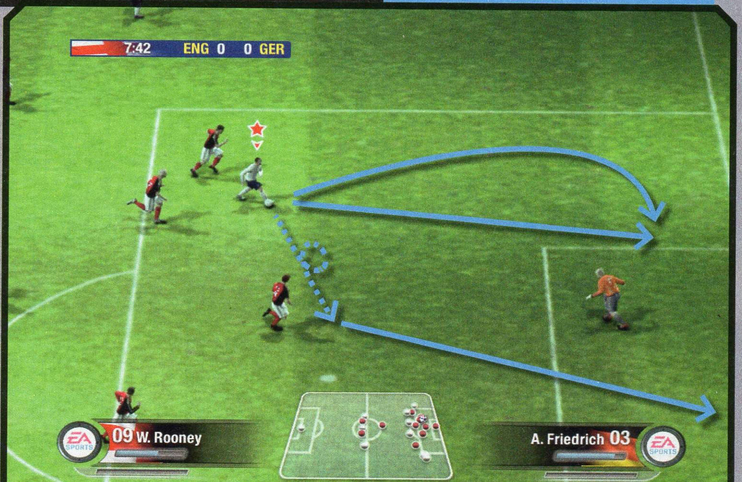
Okay. When crossing, the trick is to do what they least expect, which is easier than it sounds. If you're smart, you'll have caught their back four unawares on the break – fire in a low, quick shot to cause havoc and make sure your forwards flood the box. A (fast!) ground cross is also a good option if your opposition is poorly organised. High crosses are a good way to get a header in against a strong back four. When heading on goal, try to arch it in the direction the cross came from.

FREE KICKS



Free kicks are never easy, but they are a few tricks you can use to make them work in your favour. It's a balancing act between trajectory (push up on stick) and power (down) – try to favour 60% power, 40% trajectory so it will still have the height to clear the wall. What you gain in power you lose in accuracy, so experiment to see what works best for you. Oh, and here's a sneaky tip that works especially well against human opponents: Tap it to a player next to you, fake a shot and then shoot again. They won't know what hit them.

ONE-ON-ONES



We've all been there – one-on-one, and fluffed it. You've only got a split-second to make your choice (but don't panic), so here's what to do. If they've rushed out, you need to wait until they're an inch away and chip it over him – decrease the power the closer you are to the goal but make sure it has the power to clear him. If he's semi-committed, use the trick stick to wrong foot him and finish coolly. If he stays back, hit it the wrong side of him to wrong-foot him. Either way, you'll come out on top.

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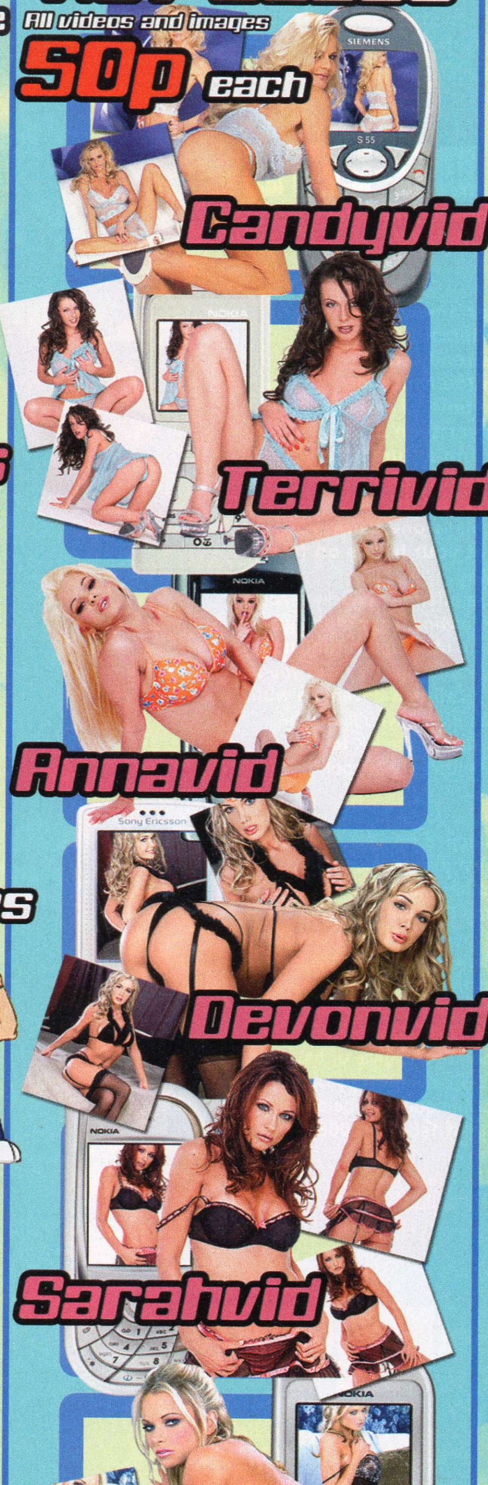

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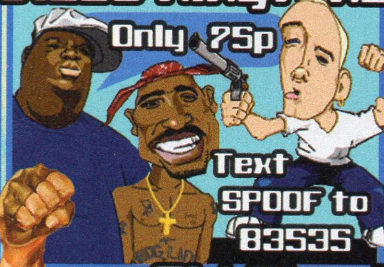

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Ringtones

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- Blanka
- Guile
- Chun-Li
- E-Honda
- Dhalsim
- Zangief
- M-Bison

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WIN! DEVIL KINGS

Where does *Devil Kings* primarily take place?

A) IN HELL
B) ON THE BATTLEFIELD
C) IN A PALACE

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WIN! FIFA WORLD CUP 2006

Which famous footballing nation does Thierry Henry play for?

A) BRAZIL
B) ENGLAND
C) FRANCE

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DS DE-LITE

We hunt down Samus for a massive *Metroid* giveaway...

Prepare for a new way to hunt. *Metroid Prime Hunters* is ready to launch on the Nintendo DS. With some of the best graphics ever seen on a handheld and accurate touch-screen tapping gameplay using the dual screens, this is one game you have to get your hands on from the 5th May.

And we're offering 10 lucky readers the chance to win a copy of the game along with an ultra stylish Nintendo DS Lite to play it on. Not only will you be able enjoy an all-new adventure with the sexy Samus, but you'll also be among the first in the UK to own one of Nintendo's super cool new consoles.

That means you'll be fully equipped to battle against real people via *Metroid's* multi-player modes. Use the Nintendo DS's wireless connection to battle a friend or the Nintendo Wi-Fi Connection to challenge players from across the world (visit www.nintendowifi.com to find your nearest free Wi-Fi hotspot).

To be in with a chance of bagging yourself a DS Lite and copy of *Metroid*, just answer the question below before the closing date of 1st June 2006.

Which ancient race rescues Samus when she's a child?
a) Chozo
b) Horzo
c) Zorg

PRIMED AND READY

Win a super-sexy DS Lite and a copy of *Metroid Prime: Hunters*!

ENERGY
KILLS
-0 / 0
RANK
1
TIME
0:54
MIC.
START
SELECT
Nintendo Wi-Fi Connection

3 WAYS TO ENTER:

1. WRITE TO US

Scribble your answers on the form, cut it out, stuff it into an envelope and send it to Primed and Ready compo, GamesMaster, Future Publishing, 30 Monmouth Street, Bath, BA1 2BW.

2. EMAIL US

Email your answers, with your name, address, age and telephone number, to gamesmastercompo@futurenet.co.uk

3. TEXT US

Just text QUIZ1 (space) A, B or C to 80889*. Main comp is 50p plus standard charge.

Terms and conditions: "By entering this competition you are agreeing to receive details of future offers from Future Publishing Ltd, if you do not want to receive this information please text the word STOP to 87013. Texts will be charged at 50p (main compo) or 25p (small compos) plus standard network tariff rate. The winners will be chosen from all entries after the closing date of 1st June 2006. Winners will be chosen, starting with the first prize. And GM's choice of prize is final. Prize draws will take place after the closing date and the winner will be notified within 28 days of the draw. Only UK residents may enter. No employees of Future Publishing Ltd or any company associated with this competition, or any member of their close family may enter. No photocopies will be accepted for postal entries. Prizes are as stated and no alternatives cash or otherwise are available. Future Publishing Ltd accepts no liability for any loss, damage or injury caused by any prizes won except by its negligence. Publicity may be given to any competition winners and/or entrants and their names and/or photographs printed in GamesMaster mag. The Editor's decision is final and no correspondence will be entered into. Where prizes are offered on behalf of an associated company these prizes are provided in their entirety by these associated companies. Future Publishing Ltd cannot be held responsible for any failure to provide prizes as specified and all enquiries relating to such prizes will be referred to the associated companies. All entries must be received by the closing date. No purchase necessary. Copies of competition entry forms and winners list are available by written request from Games Marketing, Future Publishing Ltd, 30 Monmouth Street, Bath, BA1 2BW.

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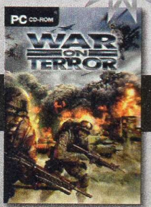
WIN! WAR ON TERROR



What is the name of the European peacekeeping force?

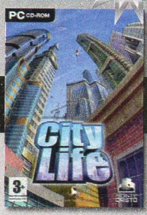
PC

A) NATO
B) POTATO
C) TAITO

Win a model F18 Hornet remote control aeroplane and copy of *War On Terror*. 4 runners up get a copy of the game

TEXT QUIZ4 (SPACE) A,B,OR C TO 87103

WIN! CITY LIFE



Which city is nicknamed the Big Apple?

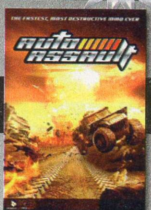
PC

A) SAN FRANCISCO
B) NEW YORK
C) CHICAGO

3 COPIES TO BE WON

TEXT QUIZ5 (SPACE) A,B,OR C TO 87103

WIN! AUTO ASSAULT



What sort of game is *Auto Assault*?

PC

A) AMMO IN CARS
B) A MUGGING GAME
C) ANIMAL PLATFORMER

3 COPIES TO BE WON

TEXT QUIZ6 (SPACE) A,B,OR C TO 87103

WIN!

- A DS Lite! Not available in shops, not even Japan
- *Metroid: Prime Hunters*

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METROID PRIME: HUNTERS

Which ancient race rescues Samus?

☐ A) Chozo
☐ B) Horzo
☐ C) Zorg

DEVIL KINGS

Where does Devil Kings primarily take place?

☐ A) In hell
☐ B) On the battlefield
☐ C) In a palace

FIFA WORLD CUP 2006

Which footballing nation does Thierry Henry play for?

☐ a) Brazil
☐ b) England
☐ c) France

WAR ON TERROR

What is the name of the European peacekeeping force?

☐ a) NATO ☐ b) POTATO ☐ c) TAITO

CITY LIFE

Which city is nicknamed the Big Apple?

☐ a) San Francisco
☐ b) New York ☐ c) Chicago

AUTO ASSAULT

What sort of game is *Auto Assault*?

☐ a) An MMO in cars
☐ b) A mugging game
☐ c) Animal platformer

Cut it out and send it in!

Send to

Primed and Ready compo,
GamesMaster, 30 Monmouth, Street,
Bath, BA1 2BW.

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GM 170 WINNERS

EA WINNER: Chris Doyle, Norfolk

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DEAD OR ALIVE 4: Ryan Ashley Simmons, Essex; Robert Unwin, Lancs; Aaron Mackay, London; Sarah Jaques, Pembrokeshire; Josh Goldrick, Cheshire

DEVIL KINGS: Ian King, Hampshire; David Martin, Glasgow; Pete Oldman, Bournemouth; Dan Baker, Hants; Ian Andrews, Cardiff

THE PLAN: Murray McKinstray, Glasgow, Sam Mcghie, Middlesex; Tony Lewis, Walworth; Tafsir Dewan-Islam, London; Rebecca Brown, Highpeak

EXIT: Matt Hillier, Swindon; Jamie Southey, Hertfordshire; Phil Rumsey, Wigan; Steve Lyth, Whitby; Theo Daldrey Ouzman, Tetbury

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CHART

CHART	true	poly
CRAZY	327386	321607
GRILLZ	327393	321614
WHEN YOU WASN'T FAMOUS	327389	321610
GOLD LION	327384	321605
STUPID GIRLS	327249	321600
PUMP IT	327102	321559
BEEP	327114	321571
NO TOMORROW	327115	321572
PUT YOUR RECORDS ON	327104	321561
TEMPERATURE	327382	321603
TOUCH THE SKY	327160	321584
SEWN	327116	321573
RED DRESS	327159	321583
LIVE WITH ME	327246	321597
SO SICK	327247	321598
NATURE'S LAW	327381	321602
THUNDER IN MY HEART	328928	321547
YOU GOT THE LOVE	328929	321548
SORRY	327103	321560
MAKE A MOVE ON ME	327242	321593
NASTY GIRL	328577	321527

REAL SOUNDS

REAL SOUNDS	real
GREATEST FEMALE ORGASM EVER!!	328031
"KICK YOUR ASS!"	328038
ITALIAN JOB - BLOW THE BLOODY DOORS OFF	328040
BACK TO THE FUTURE - SERIOUS S***	328045
BO SELECTA MICHAEL JACKSON - SHAAMONE.	328047
PULP FICTION - PATH OF THE RIGHTEOUS MAN.	328051
DONALD DUCK GETTING A BJ (HILARIOUS).	328056
MONKEY GOING NUTS	328080
M16 RIFLE	328114
POLICE - 'COME OUT WITH YOUR HANDS UP'	328118
FULL METAL JACKET - 'YOU'RE SO UGLY'	328124
DUKES OF HAZZARD - GENERAL LEE	328135
FULL METAL JACKET - "DO YOU SUCK…?"	328138
CATCHPHRASE BUZZER	327175
WORMS - INCOMING	327177
IT'S CLASSIFIED, I WOULD HAVE TO KILL YOU.	328019
AIR RAID SIREN	328058
TOILET FLUSH	328060
LION GROWL	328079
BOMB FLYING THEN EXPLODING	328091
CAR WHEELSPINS	328096
THUNDER EFFECTS	328128
OOH YEAH!!	328147
DON'T STOP!!	328154
A WARNING SIREN	328130
WHISTLE	328131

TALKING TONES

TALKING TONES	true
BASIL FAWLTY	328396
COCKNEY GANGSTER	328404
DAFFYD - LITTLE BRITAIN	328406
DASTARDLY AND MUTLEY	328407
KENNETH WILLIAMS	328424
MAD GERMAN	328431
MEL B - BO SELECTA	328434
OBI - WAN KENOBI	328446
OZZY	328448
ROLF HARRIS	328455
SPONGE BOB	328459
VICKY POLLARD - LITTLE BRITAIN	328468
YOU MUPPET	328474
ASIAN TAXI	327168
THE ATEAM INTRO	327169
BANANA MAN	327170
DIRTY DWARVES	327173
LONDON UNDERGROUND	327174
SOUTHPARK - SUCK ON MY BALLS	327176
BULLSEYE MIX	327299
DARTH VARDER MIX	327300
GODFATHER MIX	327304
GOLLUM 1 MIX	327305
HOMER SIMPSON MIX	327306
MR BURNS SIMPSONS MIX	327309
SPEEDY GONZALES	327372

HIP HOP

HIP HOP	true	poly
SLIM SHADY	328666	321012
IN DA CLUB	328479	321071
CANDY SHOP	328163	321218
GOLD DIGGER	328318	321378
YOU CAN DO IT	328198	321170
ASS LIKE THAT	328659	321300
GHETTO GOSPEL	328476	321288
MY HUMPS	328317	321435
HOT IN HERE	---------	321029
I'LL BE MISSING YOU	328921	321030
CALIFORNIA LOVE	---------	321070
YEAH	---------	321132
LOVE IT OR HATE IT	327075	321254
FORGOT ABOUT DRE	328275	321026
ROCK SUPERSTAR	---------	322176

WARNING TONES

WARNING TONES	true
ASSHOLE ALERT	327178
BULLSH***ER ALERT	327181
BUNNY BOILER ALERT	327182
DICKHEAD ALERT	327184
GINGER ALERT	327187
MINGER ALERT	327191
NUTTER ALERT	327192
SLAPPER ALERT	327193
YOUR DEALER ALERT	327195

ROCK

ROCK	true	poly
ALL THE SMALL THINGS	328549	321021
SMELLS LIKE TEEN SPIRIT	328897	321107
AMERICAN IDIOT	328177	321116
PERSONAL JESUS	328814	321143
EVERYDAY I LOVE YOU LESS AND LESS	328759	321261
BEST OF YOU	328682	321272
ACE OF SPADES	---------	321415
GOOD ON THE DANCEFLOOR	328292	321427
APPLY SOME PRESSURE	328273	321433
SWEET CHILD O MINE	328709	322138
DAY WE CAUGHT THE TRAIN	328907	---------
ANOTHER BRICK IN THE WALL	328920	322017
WE ARE THE CHAMPIONS	328926	322131
SINCE YOU'VE BEEN GONE	328941	---------
RUNAWAY TRAIN	327003	---------

THEMES

THEMES	true	poly
SUPERMAN	327151	322085
THE A TEAM	327152	322020
DANGERZONE - TOP GUN	327156	322204
AIRWOLF	327130	322001
ROCKY - EYE OF THE TIGER	327280	322028
THE GOOD THE BAD THE UGLY	327281	322136
THE DUKES OF HAZZARD	327288	322057
THE SIMPSONS	327291	322154
THE PINK PANTHER	327292	322098

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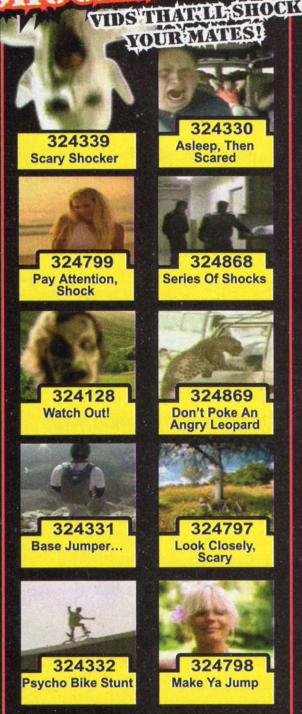
VIDS THAT'LL SHOCK YOUR MATES!



324339	Scary Shocker
324330	Asleep, Then Scared
324799	Pay Attention, Shock
324868	Series Of Shocks
324128	Watch Out!
324869	Don't Poke An Angry Leopard
324331	Base Jumper…
324797	Look Closely, Scary
324332	Psycho Bike Stunt
324798	Make Ya Jump

Crazy Clips

324805	Love Hurts
324801	Druggie Footballer
324858	How To Give A BJ
324802	Firework Humour
324803	Friendly Face Punch
324680	Crazy Tractor Boy
324333	Awesome Ninja Action
324804	Bare Basket Ball
324807	Its Raining Horse S***
324862	Boob Jiggler
324806	Piercing Shocker For Dad
324338	Portaloo Trauma

ANIMATIONS

324855	Daddy's A Designer
326223	Bouncing Boobs Anime
324788	Boob Bouncer
324854	Newcastle Vs Sweden
326365	Lightning
326009	Jordan
329532	Knicker Dropper
329310	Bart Moonie
329470	Matrix
326376	Spiked Ball

SUPERSIZE VIDS

324335	Large Supermodel
324866	Truffle Shuffle
324809	Whole Lotta Love
324867	Clapping Without Hands
329833	Treadmill Breaker

awesome carnage vids

crazy multi clips

324791	Comedy Clips
324792	Pain Junkies
324793	Blatant Stupidity
324789	Cycling Lunacy
324790	Crash, Bang, Whallop

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WWW.DBMOB.COM - ITS THE DOGS...

NO SUBSCRIPTIONS - BUY 1 GET 1 - NO CLUBS!

TO ORDER JUST 1 ITEM: TXT THE 6 DIGIT ITEM CODE TO **80155** EG: 326105 TO 80155

SEXY GIRL VIDS

Code	Item
329465	SWEDISH BABE
326259	WATCH ME TOUCH
326002	CRYSTAL TEASE
329480	BE MY TEACHER
329591	BLONDE STRIP
329610	VERY SEXY
329816	ON THE BEACH
329817	POOLSIDE STRIPPER
324411	SAUCY BLONDE BABE
326001	SEXY BLONDE
326260	STRIPS & TEASE
326053	SEDUCTIVE TEASE
324419	PARIS REVEALS
324427	SEXY BRUNETTE
326041	LEATHER PANTIES
324410	SEXY BLONDE STRIP
324404	NEIGHBOUR STRIPS
326234	BLONDE STUNNER
326258	BRUNETTE IN PINK
326105	DIRTY IN PINK PVC
324146	HOT BRUNETTE
324134	BRUNETTE STRIPPER
329587	LUCIE R SEXY 1
326232	FROM BEHIND
326104	BRUNETTE TOUCH
329815	NAUGHTY ANNA
326044	SEXY SARAH
326287	BLONDE BEAUTY
324147	HOT BRUNETTE
324104	SEXY CG BLONDE
326231	PRETTY BABE STRIPS
324101	SEXY CG BRUNETTE
324099	RED HEAD CG BABE
329616	OUTDOOR STRIP
326233	SAUCY BIKINI
324414	JORDAN'S FUN TIMES
326261	SAUCY MINX
324097	RAUNCHY CG BABES
324417	PERT PARIS
324398	SEXY DANCER
324415	PAMMY NUDE SWIMMING
324148	STOCKING TEASER

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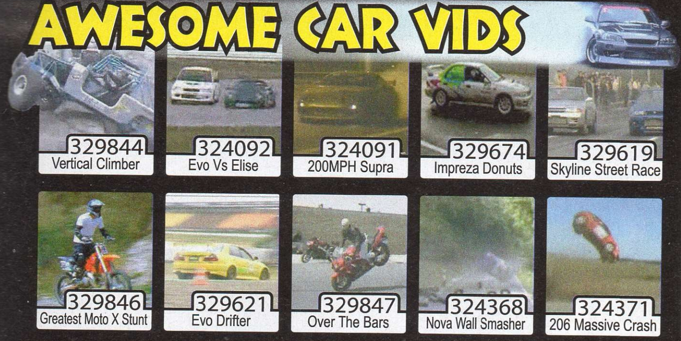
Code	Item
324438	NAUGHTY TEASER
324439	CARESS ME
324440	PRIVATE DANCER
324441	FUN TIME GIRL
324442	DIRTY STRIPPER
324443	RED HOT BLONDE

Code	Item
324390	DIRTY POLE DANCER
324391	GROUP POLEDANCING
324397	SPICY POLE DANCER
324398	BRUNETTE DANCER
324387	DOUBLE POLE DANCER
324396	NAUGHTY BRUNETTE
324392	HOT BRUNETTE
324389	SAUCY BRUNETTE
324394	NAUGHTY DANCER

AWESOME CAR VIDS



Code	Item
329844	Vertical Climber
324092	Evo Vs Elise
324091	200MPH Supra
329674	Impreza Donuts
329619	Skyline Street Race
329846	Greatest Moto X Stunt
329621	Evo Drifter
329847	Over The Bars
324368	Nova Wall Smasher
324371	206 Massive Crash

FOOTBALL MANIA

GOAL!! "come on my son!"

FOOTIE RINGTONES

	TRUE	POLY
WE LOVE YOU ENGLAND	327311	———
EN-GER-LAND	327312	———
2 WORLD WARS AND 1 WORLD CUP	327313	———
THE REFEREES A WA**ER	327314	———
GREAT ESCAPE CHANT	327315	———
DAMBUSTERS	327135	———
FAT LES - VINDALOO	328675	322189
LAND OF HOPE AND GLORY	327227	322190
WORLD IN MOTION	———	322193
THE GREAT ESCAPE	———	322194
THREE LIONS	328994	322187

STRIPPER VIDEOS

STRIPPER ANIMATIONS

FOOTIE WALLPAPERS

PLEASE GOD, DON'T LET IT GO TO PENALTIES
ENGLAND
world cup
en-ger-land
NO 1
2 WORLD WARS, 1 WORLD CUP

Code	Item
324536	World Cup Stripper
324537	Awesome England Babe
326527	Blonde England Stripper
326528	Sexy England Stripper
324785	Please.. Not Penalties
324782	Three Lions
324783	En-ger-land NO 1
324861	2 World Wars, 1 World Cup

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Game	Code
CANNON FODDER	324597
24 THE GAME	324679
2 FAST 2 FURIOUS	324544
GLOBAL CONFLICT	324599
MAFIA	324614
WET T-SHIRT	326497
KAMASUTRA	326480
PUBLIC KARMA	326804
SOUTHPARK	324580
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WORLD SOCCER MANAGER	324642
TOTAL OVERDOSE	324639
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THE A-TEAM
MY OTHER RIDE IS... YOUR MUM
CHUNK!
I ♥ bebo
bad boy
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ROSE
BUTCHER
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KICK YOUR ASS YOU WILL
Teen Wolf
GANGSTER
grand theft auto
OH!
HEY YOU GUYS!

29842 16638 29141
29475 25153
29341 28444 29909 28186
29089 28458 29142 29842
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29510 25154 24051 23049
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29076	28827	GRAHAM COXON	....On My Own Again
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27325	26904	THE DARKNESS	Is It Just Me
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28418	26635	MECK	Thunder In My Heart Again
26685	25660	NOTORIOUS B I G	Nasty Girl
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26284	26636	CHRIS BROWN	Run It
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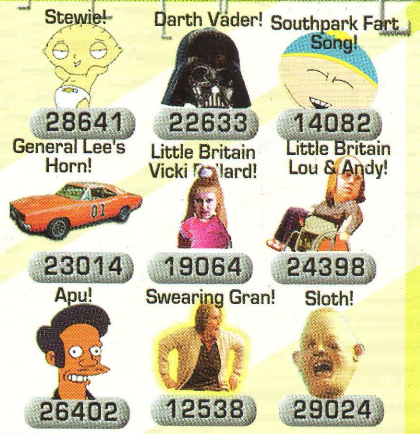

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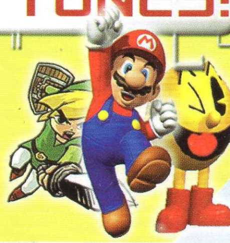

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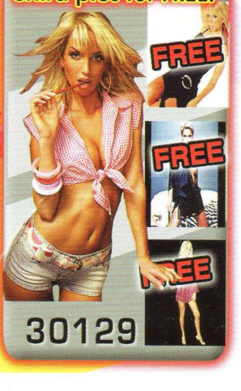

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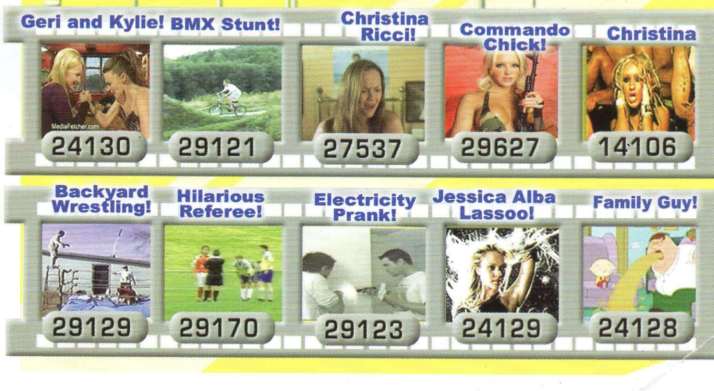

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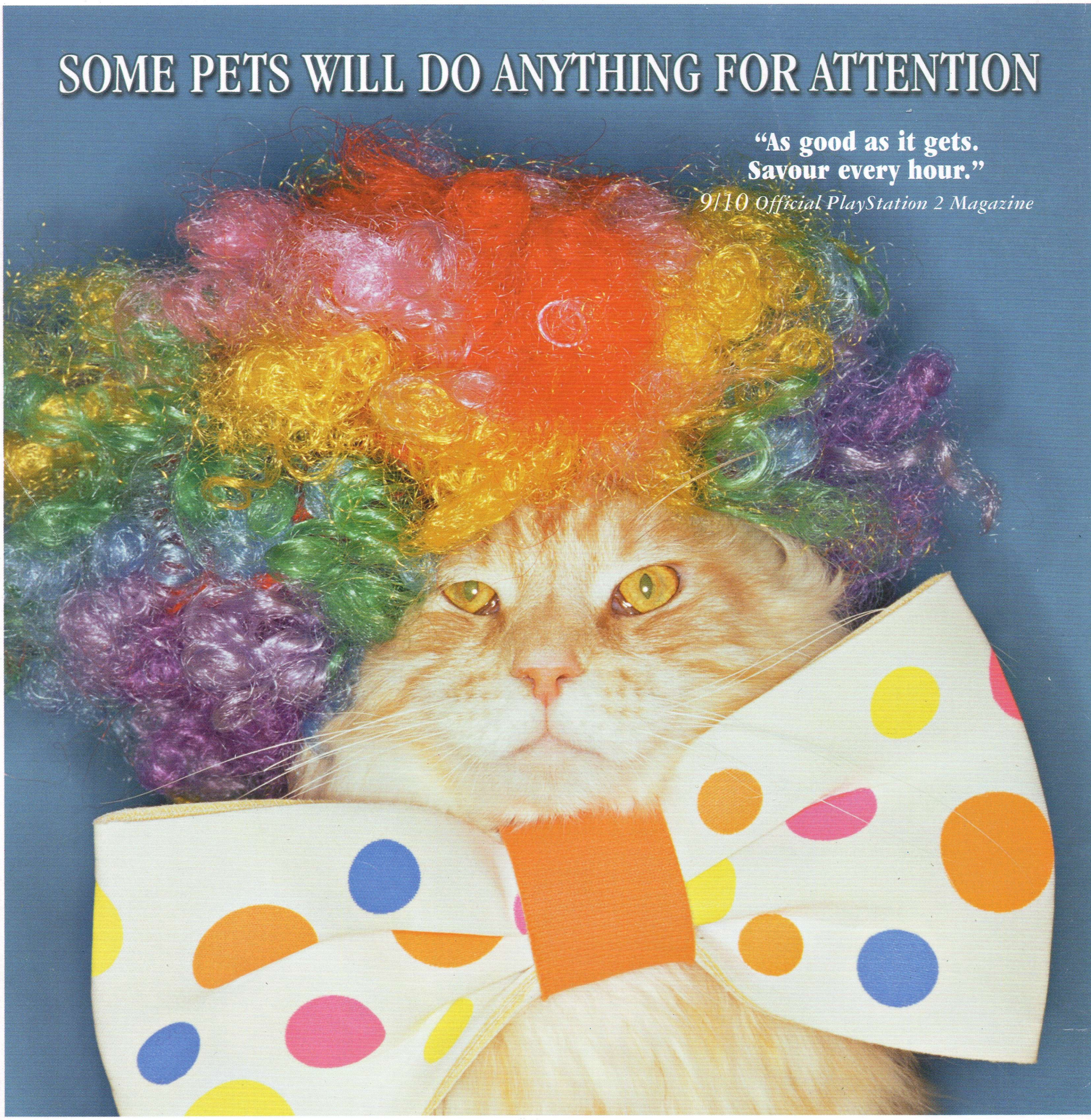
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